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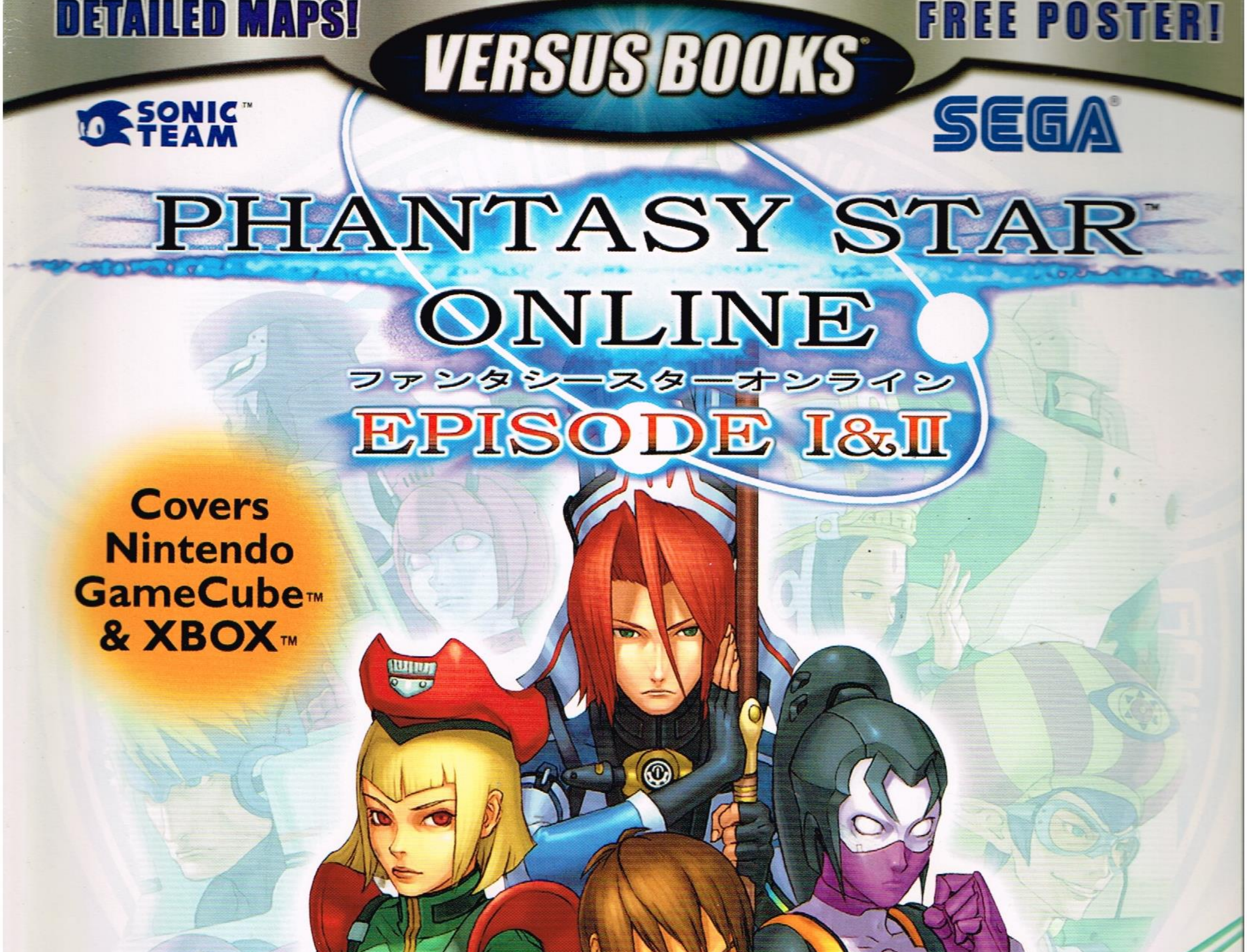
EPISODE I&II

Covers Nintendo GameCube™ & XBOX™



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TACTICS FOR ULTIMATE, BATTLE AND CHALLENGE MODES
ALL MAGS, WEAPONS, SECRETS AND CHARACTERS

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VOLUME 50

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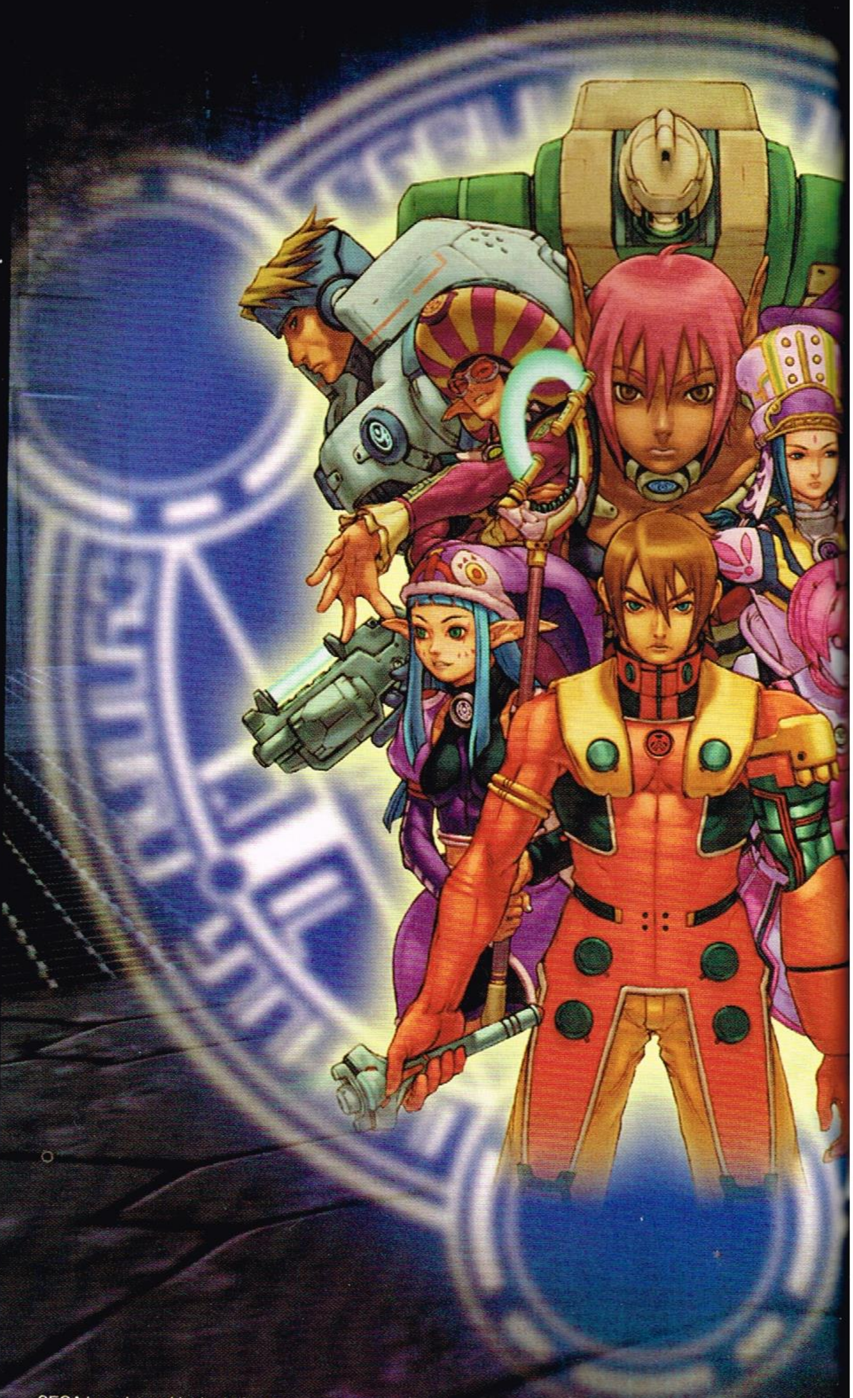

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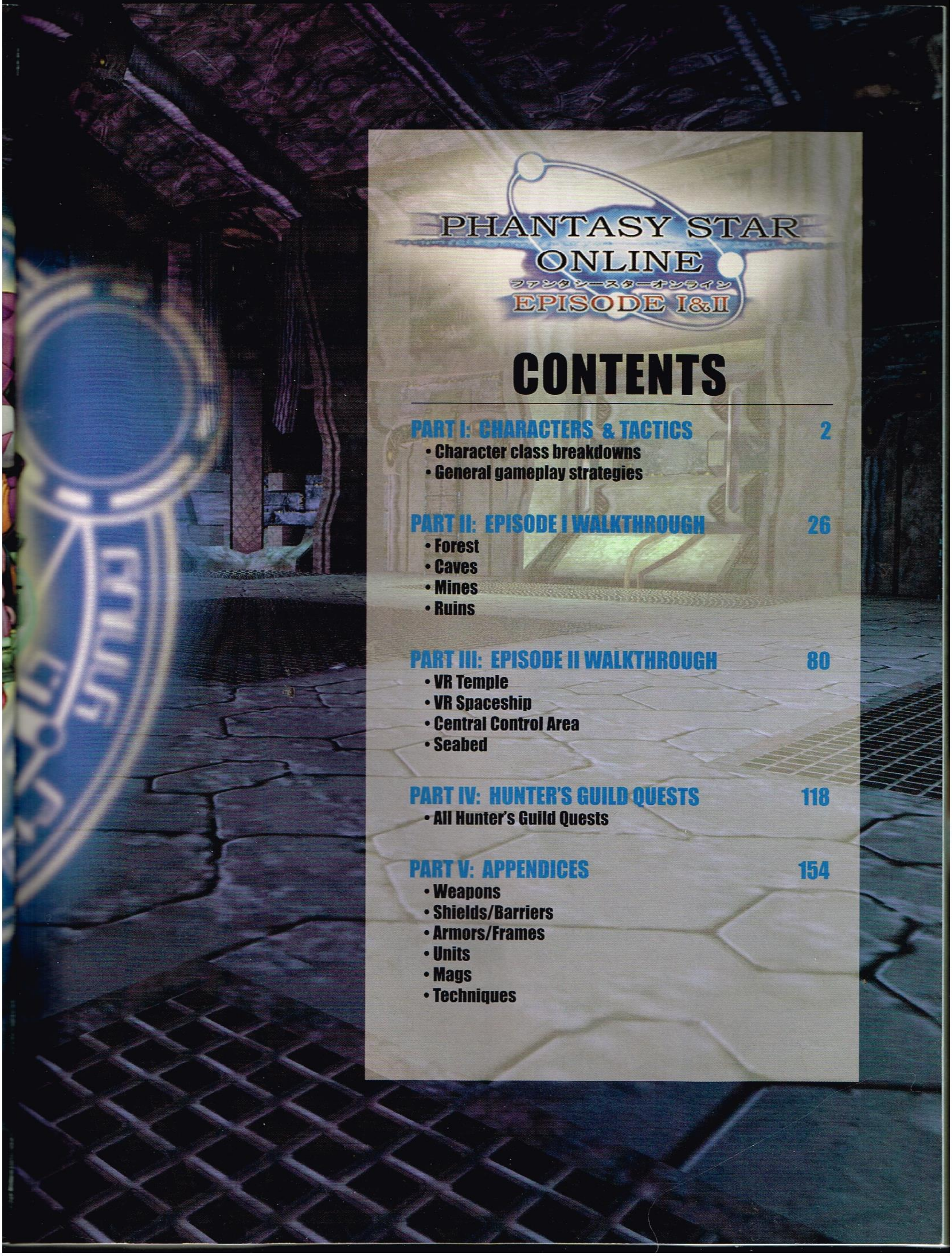

PHANTASY STAR
ONLINE
ファンタシースターオンライン
EPISODE I&II

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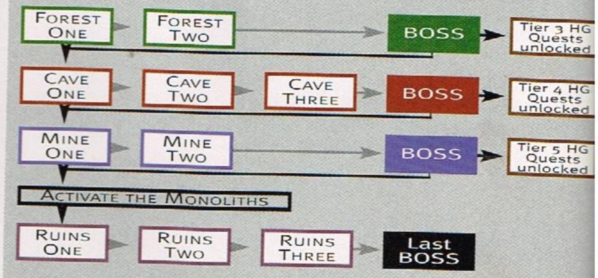
CHARACTERS & TACTICS

A GUIDE TO GETTING STARTED IN PSO

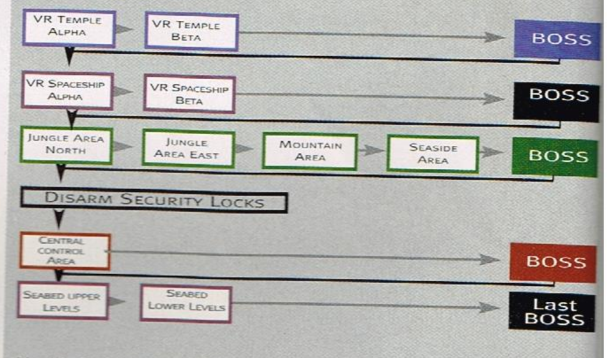
THE FLOW OF THE GAME

A wide variety of adventures await in the world of Phantasy Star Online. You can play the Main Quest either online or offline, and you can play different Hunter's Guild Quests in both the online and offline modes. But the backbone of the game, and the key to unlocking new areas and quests in both modes, is the offline Main Quest, which progresses as follows:

EPISODE 1


Forest One
Forest Two
BOSS
Tier 3 HG Quests unlocked
Cave One
Cave Two
Cave Three
BOSS
Tier 4 HG Quests unlocked
Mine One
Mine Two
BOSS
Tier 5 HG Quests unlocked
Activate the Monoliths
Ruins One
Ruins Two
Ruins Three
Last BOSS

EPISODE 2

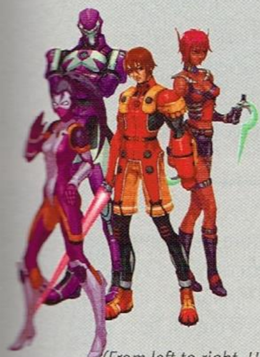

VR Temple Alpha
VR Temple Beta
BOSS
VR Spaceship Alpha
VR Spaceship Beta
BOSS
Jungle Area North
Jungle Area East
Mountain Area
Seaside Area
BOSS
Disarm Security Locks
Central control Area
BOSS
Seabed upper Levels
Seabed Lower Levels
Last BOSS

The black arrows represent accomplishments that are permanently saved in single-player mode, while the gray ones are not. So if you beat the first Boss, talk to the Principal (which you have to do after beating each boss in Episode I), and quit your game, you would have access to Cave 1 and the Tier 3 Hunter's Guild Quests when next you play offline mode (note that you must beat all the Tier 1 Hunter's Guild Quests before you can access later ones). In Online Mode, any team you start will also now have access to the Caves (if someone else started the teams, you'll have access to whatever areas he or she unlocked). If you only made it as far as Forest 2 before you quit, you'll get to save all of your items and EXP, but when you next load your game you'll only be able to warp to Forest 1. Remember that nothing you unlock in online or multi-player mode is ever saved: You could have beaten the entire game online, but if you haven't been playing single-player, then you'll still only have access to Forest 1!

After defeating the last Boss in single-player mode, you'll be allowed to select Hard Mode, which offers harder enemies, more EXP, new items, and a new form of the final boss. Beat that, and you'll unlock **Very Hard Mode** for your offline quests. Beat **Very Hard Mode** to unlock **Ultimate Mode**. The rules for these modes are different online: You can join or start Hard Mode quests as long as you're at least level 20, and Very Hard Mode Quests if you're level 40+. You do not need to have beaten the previous modes.

THE TWELVE CHARACTER CLASSES

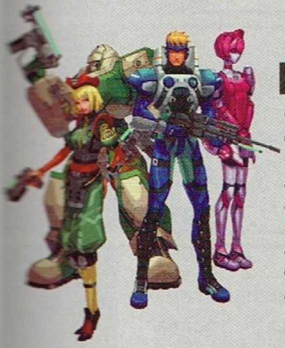
Instead of individually selecting your character's species, job, and gender, you must select one of twelve preset character classes. They are divided into three groups: Hunters, Rangers, and Forces, and each comes in four varieties. The three species found in these groups are Humans, Newmen (frail elvish characters who excel at techniques), and Androids (powerful artificial beings who can sense and use traps, and are immune to most status conditions, but can't use techniques). While standing still, Newmen regenerate TP and Androids regenerate HP. The rate of regeneration increases with the character's level. Humans do not regenerate. The classes are listed below, and in greater depth starting on page 10. The six major stats are listed to the right, with bar graphs showing how each class fares in that category (all comparisons were made at level 25).



HUNTERS

Hunters use mostly short-range weapons, like Sabers, Daggers, Swords, and Partisans. Since they're mostly in the front lines, Hunters both take and dish out the most damage, which allows them to use their Mag's Photon Blasts more often than other classes. HUmars and HUnewearls also have the capacity to use techniques, making this class ideal for those who want to experience all aspects of Phantasy Star Online.

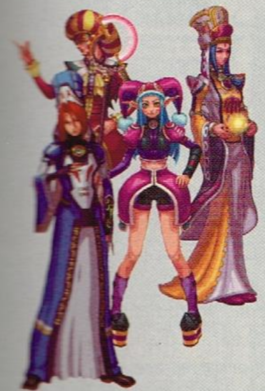
(From left to right, HUcast, HUcaseal, HUmar, and HUnewearl)



RANGERS

Gun-weilding Rangers are probably the easiest class to play, since they can kill most regular enemies from a safe distance, and only need to worry about large hordes and bosses. The android RAcast and RAcaseal are valued in online play for their ability to both see and destroy traps at a distance. The RAmar and RAmarl lack this ability, but are capable of using techniques.

(From left to right, RAcast, RAmarl, RAmar, RAcaseal)



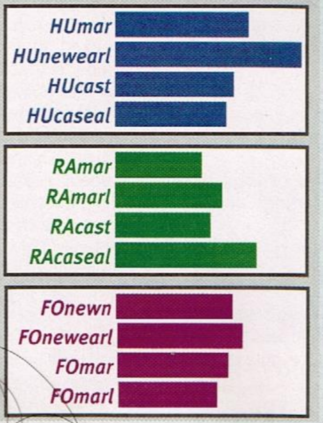
FORCES

Forces are terrible in melee combat. Their class's exclusive weapons are weak, they can't use Armors and Shields, and they're notoriously frail. But they do get a ton of TP and can use powerful techniques early in the game. Their ability to use techniques that benefit the whole party, like Reverser, Resta, Shifta, and Deband, make them valuable members of online parties. But offline, they are the most difficult class to clear the game with.

(From left to right, FOnewm, FOmar, FOnewearl, and FOmarl)

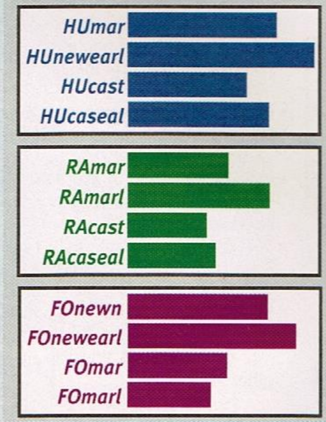
DFP (Defense Power)

When you take damage, this stat affects how much you're able to shrug off. A hit that could drop a FOnewm may only do half that damage to a Hunter.



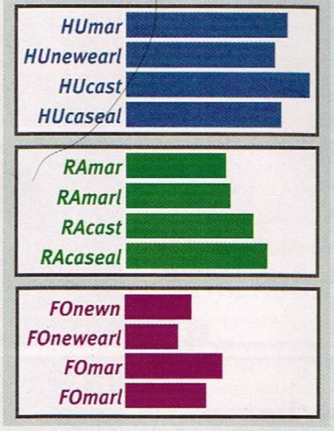
EVP (Evasion Power)

When you Evade, you block with your Shield or Barrier and take no damage. You can't evade long range attacks, so this stat is most important for characters who are on the front lines.



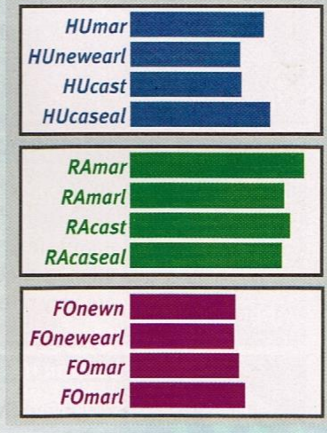
ATP (Attack Power)

Attack Power determines how much damage weapon attacks do (even for guns). This stat must be at a certain level before you can equip Hunter weapons.



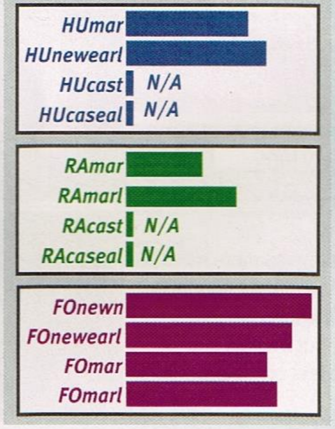
ATA (Attack Accuracy)

This determines how often your attacks hit, and is especially important for long-range weapons (since accuracy is affected by distance). Requirements to use guns are based on ATA.



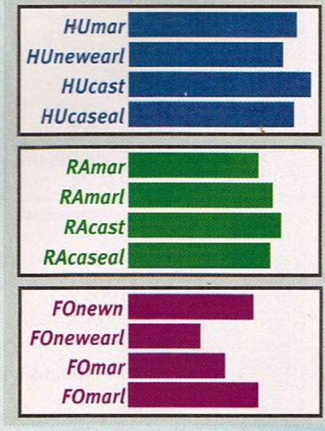
MST (Mental Strength)

This stat affects when you can learn techniques, how effective they are, and what your TP max is. The minimum requirement to use Force weapons is based on MST.



HP (Hit Points)

Obviously, this stat determines how much damage you can take before you die. No weapons or armor can improve your HP–it only rises when you level up or use HP Material.



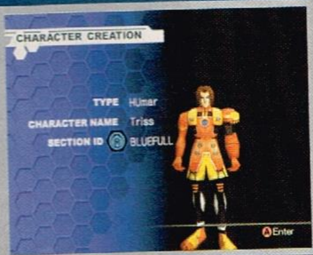
WHAT YOUR SECTION ID MEANS

Sonic Team has done a number of things to ensure that everyone who plays Phantasy Star Online has a different experience. The Section ID is one such contrivance: Every character is assigned one after its creation, and that ID affects many aspects of the game, including:

- **Random Item Appearances** - You may find many versions of a certain weapon, while a friend in a different section ID rarely finds any.
- **Mag Evolution** - Your Mag may evolve differently from someone of the same class who raises their Mag in the same way.
- **Tekkers** - Your Tekker may appraise the same ???? Sword as a lowly Dim Sword, while another player might get a mighty Shadow Sword +3.
- **Shop Selection** - Every Section ID's shop specializes in certain kind of items. And each Section sells one super-rare 9-star weapon that can never be bought in any other Section ID.

There are other seemingly random aspects of the game that may be affected by your Section ID... Its bearing on your gameplay experience is subtle, but pervasive.

The assignment of Section IDs is based on, of all things, the name of your character. We can't disclose the exact formula, but if you passionately hate the Section ID that's been assigned to your newly created character (say, it really clashes with its clothing), you can delete your character file and then remake it with a slightly altered name to get a different one. But there isn't much point in messing with your Section ID, since no one ID is better than any other. And when you play online, the only Section ID that matters is the ID of the person who created the team (you'll note, for example, that their Tekker has replaced yours). So if you desperately want an item that is rarely found in your Section ID, you can always trade for it with a member of that Section ID, or join a team that person has created.



CHARACTER CREATION

TYPE HUmar

CHARACTER NAME Triss

SECTION ID BLUEFULL

HP 151/302
TP 0/0
Lv 34 Lemur

This RAcast could never have purchased the super-rare "Bloody Art" Dagger if he wasn't from the Oran Section ID.

SECTION ID

VIRIDIA

You'll find **Shot**-series weapons more frequently and earlier than normal in Viridia. **Partisans** are more common too, but **Slicers** are very rare.

SECTION ID

GREENILL

You'll find **Rifle**-series weapons more frequently and earlier than normal in Greenill. **Daggers** are more common too, but **Swords** are very rare.

SECTION ID

SKYLY

You'll find **Sword**-series weapons more frequently and earlier than normal in Skyly. **Rifles** are more common too, but **Mechguns** are very rare.

SECTION ID

BLUEFULL

You'll find **Partisan**-series weapons more frequently and earlier than normal in Bluefull. **Rods** are more common too, but **Wands** are very rare.

SECTION ID

PURPLENUM

You'll find **Mechguns** more frequently and earlier than normal in Purplenum. **Daggers** are more common too, but **Swords** and **Partisans** are less common.

SECTION ID

PINKAL

You'll find **Wands** more frequently and earlier, and higher level **Technique Disks** in Pinkal. **Partisans** are more common, but **Rifles** are very rare.

SECTION ID

REDRIA

You'll find higher quality **Armor & Shields** in Redria. **Slicers** and **Shots** are more common too, but **Daggers** are very rare.

SECTION ID

ORAN

You'll find **Daggers** more frequently and earlier than normal in Oran. **Wands** and **Swords** are more common too, but **Rods** are very rare.

SECTION ID

YELLOWBOZE

You'll find higher amounts of **Meseta** in Yellowboze. All of the weapons and items appear with normal frequency and timing.

SECTION ID

WHITILL

You'll find **Slicer**-series weapons more frequently and earlier than normal in Whitill. **Mechguns** are more common too, but **Shots** are very rare.

VARIETIES & PROPERTIES OF WEAPONS

Unlike most RPG's, in which weapons have few attributes other than their attack power, there are twelve different "series" of standard weapons in Phantasy Star Online (shown below, and listed in greater detail beginning on page 154). Each has a different range, speed, and motion pattern. These attributes aren't reflected in any stat lists or graphs, so you'll have to experiment with the different weapon types to learn how to assess their quality.

Add 40 different Elements, hundreds of different Photon Combinations, and Enhancements of up to +75 to the eight different weapons in each series, and you have the potential for a nearly infinite variety of basic weapons! To help you separate the wheat from the chaff, here's a list of all the different weapon attributes.

ATP - The right column of stats shows your new total Attack Power, with the ATP of the weapon added in.

Accuracy - Like Attack Power, every weapon has an Accuracy number that is added to your own ATA.

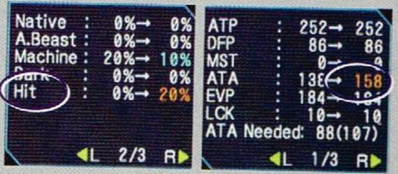
Usage Requirements - All weapons have a minimum usage requirement. For Hunter weapons, it's ATP. For Ranger weapons, it's ATA. For Force weapons, it's MST. If your base stat in that category isn't high enough, you can't equip that weapon.

Enhancement - Frequently you'll find weapons with a "+" by their name, like Saber +3. Every +1 added to a weapon raises its ATP by 2, so a Saber +3 has a total ATP of 61 instead of 55. You can add +1, +2, and +3 to the value of your weapon by using Monogrinders, Digrinders, and Trigrinders, respectively.

Photons - Every enemy has a type: Native, Altered Beast, Machine, or Dark. Certain weapons have Photons that make them more or less effective versus that type. The bonus (or penalty) can reach 60% per type. That much damage is added to the total amount of damage dealt when the weapon is used against that type of enemy. Weapons with Photons, good or bad, have their names in green instead of white. Each weapon can have up to three Photon types.

Hidden Photon - There is one Hidden Photon, "Hit," that is only visible on weapons that have it. It basically modifies your character's Accuracy by that amount for as long as you wield that weapon. This Photon is incredibly useful with ranged weapons.

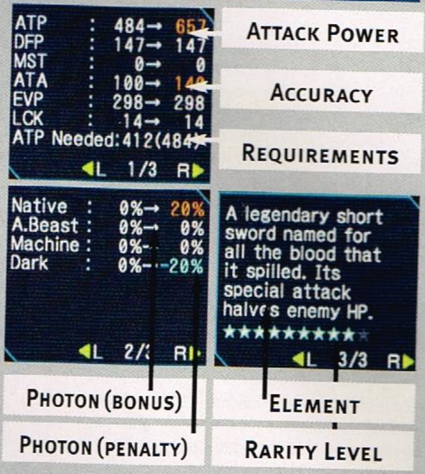
Elements - When you find a ???? Weapon, that means it has an Element. Take it to a Tekker, and he'll tell you which one it is. The weapon name will then change from, say, "???? Handgun" to "Flame Handgun" or "Ice Handgun" for example. You can then use the ability by assigning the Special Attack icon to your Action Bar. There are 40 different Elements in 11 different categories. See page 124 for the full list.



```
Native   :  0%→  0%
A.Beast  :  0%→  0%
Machine  : 20%→ 10%
Dark     :  0%→  0%
Hit      :  0%→ 20%

◀L  2/3  R▶
```

```
ATP   : 252→ 252
DFP   :  86→  86
MST   :   0→   0
ATA   : 138→ 158
EVP   : 184→ 184
LCK   :  10→  10
ATA Needed: 88(107)

◀L  1/3  R▶
```

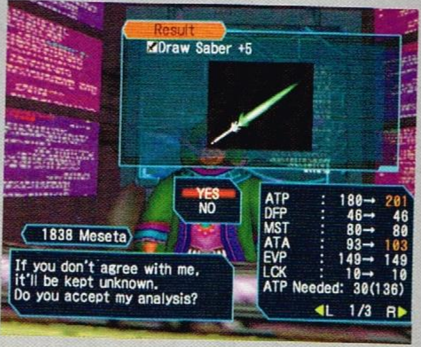
Rarity Level - Every weapon has a number of stars reflecting the weapon's base level + the level of its element, if it has one. This is just for your reference, so you know at a glance that a two-star Breaker is better than a one-star Gigush. Weapons with a Rarity Level of 9 or up appear in yellow.



```
ATP   : 484→ 657
DFP   : 147→ 147
MST   :   0→   0
ATA   : 100→ 140
EVP   : 298→ 298
LCK   :  14→  14
ATP Needed:412(484)

◀L  1/3  R▶
```

```
Native   :  0%→  20%
A.Beast  :  0%→   0%
Machine  :  0%→   0%
Dark     :  0%→ -20%

◀L  2/3  R▶
```

```
A legendary short
sword named for
all the blood that
it spilled. Its
special attack
halves enemy HP.
★★★★★★★★★★

◀L  3/3  R▶
```



```
Result
Draw Saber +5

YES
NO

1838 Meseta

If you don't agree with me,
it'll be kept unknown.
Do you accept my analysis?
```

```
ATP   : 180→ 201
DFP   :  46→  46
MST   :  80→  80
ATA   :  93→ 103
EVP   : 149→ 149
LCK   :  10→  10
ATP Needed: 30(136)

◀L  1/3  R▶
```

STRETCHING THE RULES

The **Usage Requirements** are clearly designed to prevent people from breezing through the game with high-level weapons given to them by more experienced players. But that doesn't mean you can't stretch the rules: A Saber +9 has the same minimum requirements as a regular Saber, so if you come across a similarly enhanced weapon, hold onto it and give it to a newbie. Extra generous players can totally throw off the curve for new players by giving them old armor with several slots, and some high level Units (which have no minimum requirements), or a super-powered Mag.

SABER

EQUIPPABLE BY:
HUNTERS: YES
RANGERS: YES
FORCES: YES

SWORD

EQUIPPABLE BY:
HUNTERS: YES
RANGERS: NO
FORCES: NO

DAGGER

EQUIPPABLE BY:
HUNTERS: YES
RANGERS: NO
FORCES: NO

PARTISAN

EQUIPPABLE BY:
HUNTERS: YES
RANGERS: NO
FORCES: NO

SLICER

EQUIPPABLE BY:
HUNTERS: YES
RANGERS: YES
FORCES: YES

HANDGUN

EQUIPPABLE BY:
HUNTERS: YES
RANGERS: YES
FORCES: YES

RIFLE

EQUIPPABLE BY:
HUNTERS: NO
RANGERS: YES
FORCES: NO

MECHGUN

EQUIPPABLE BY:
HUNTERS: YES
RANGERS: YES
FORCES: YES

SHOT

EQUIPPABLE BY:
HUNTERS: NO
RANGERS: YES
FORCES: NO

CANE

EQUIPPABLE BY:
HUNTERS: NO
RANGERS: NO
FORCES: YES

ROD

EQUIPPABLE BY:
HUNTERS: NO
RANGERS: NO
FORCES: YES

WAND

EQUIPPABLE BY:
HUNTERS: NO
RANGERS: NO
FORCES: YES

ARMOR, SHIELDS & UNITS

There are two types of body armor in PSO: Armor and Frames. These are referred to collectively as "Armor," since the only difference is that Armors can't be worn by Forces, while any class can wear Frames. The same is true for Shields and Barriers (collectively, "Shields."); Forces can't use Shields, but any class can use Barriers. These two items have the following attributes:

Defense - This is raised primarily by your Armor. It affects how much damage is done to you when you're hit by a regular enemy attack.

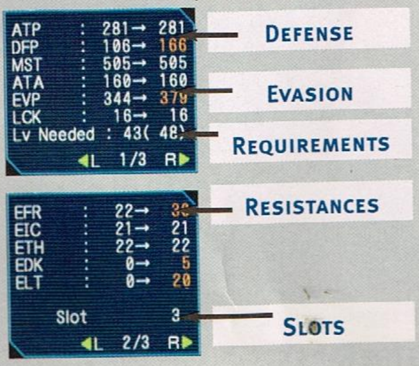
Evasion - This is raised primarily by Shields. When an Enemy attacks and you see a round glowing object briefly appear by your character's arm, it means your Shield or Barrier has activated and blocked the hit (this is different from the enemy simply missing). You can only evade melee combat, not projectiles or techniques.

Resistances - All techniques and ranged attacks have a type: Fire, Ice, Thunder (Lightning), Light or Dark. Your only Defense to these is your Resistance, which is naturally zero. But Armors and Shields have certain resistances to each. If your total resistance to Fire is 30, for example, the Dragon's fire breath will do 30% less damage to you. Resistances can also be raised by certain Units.

Usage Requirements - The Usage Requirements on all defensive gear is based on your character's level.

Slots & Units - Slots are found, rarely, in Armor and Frames. Any given piece of Armor may have up to four slots, into which you can insert Units later in the game. You should always check this before you sell or drop any Armor, since Armors with two or more slots are very rare and very useful. Ocassionally, at random, the Guard Shop will sell a piece of Armor with several slots. The prices are outrageous, but usually worth it. Units are also sold in shops, and that's the only place where many of them can be found. But the best ones, which raise your Accuracy, Mind, and Attack stats, are frequently found on the field. Check page 170 for the whole list.

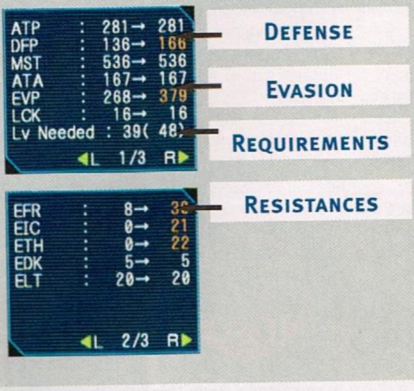
ARMOR/FRAMES



```
ATP        :  281→  281
DFP        :  106→  166
MST        :  505→  505
ATA        :  160→  160
EVP        :  344→  379
LCK        :   16→   16
Lv Needed  :  43(  48)
        L  1/3  R
```

```
EFR        :   22→   30
EIC        :   21→   21
ETH        :   22→   22
EDK        :    0→    5
ELT        :    0→   20

     Slot             3
        L  2/3  R
```

SHIELDS/BARRIERS



```
ATP        :  281→  281
DFP        :  136→  166
MST        :  536→  536
ATA        :  167→  167
EVP        :  268→  379
LCK        :   16→   16
Lv Needed  :  39(  48)
        L  1/3  R
```

```
EFR        :    8→   30
EIC        :    0→   21
ETH        :    0→   22
EDK        :    5→    5
ELT        :   20→   20

        L  2/3  R
```

EXPLOITING UNITS

The interesting thing about Units is that the bonuses are applied to your base stats. What does this mean? Well, if you're a Ranger with an Accuracy of 90 and you come across a high-powered Laser rifle (minimum ATA: 115), you can either go up another 10 or so levels, or slap four General/Arm Units into your Armor slots, and equip it right now! This trick works great for technique-users too... You can put on an old Frame with several slots, fill 'em up with Mind Units, use a bunch of high MST technique disks, and then switch back to whatever Armor or Units you used to wear... You may not meet the minimum requirements to learn the technique any longer, but you'll still be able to use it.

Note that Shields and Barriers, which can only be seen when they activate, have a variety of different appearances.

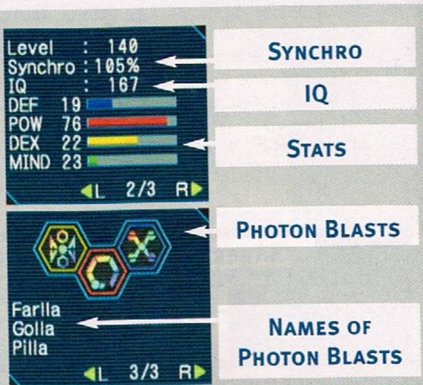
MAGS & PHOTON BLASTS

Every player begins the game with the same level 5 Mag. But if you feed it regularly, it will evolve into one of forty different Mags at least three times, based on your class, section ID, and what you feed them. Mags serve many functions, which we'll outline in more detail on page 171.

- **Stat Boost** - All Mags have their own Defense, Power, Dexterity (Accuracy) and Mind, and these boost your respective stats as long as the Mag is equipped. You can increase these stats by feeding your Mag different recovery items, and when the bar fills up, that stat (and the Mag itself) will go up a level. These are added to your base stats, so the boosts will be very helpful in equipping new weapons or learning new techniques!
- **Photon Blast** - When your Mag evolves at level 10, 35, and 50, it learns a new Photon Blast. Once you have Photon Blast capability, the hexagonal bar to the left of your life meter will charge whenever you hit or are hit by an enemy. When it reaches 100, you can use your Photon Blast to summon a creature.
- **Mag Abilities** - Mags have other, unlisted abilities. They may make you briefly invulnerable after the bar fills up, or heal you when you're wounded, or cast Shifta and Deband before boss fights. These abilities vary per mag type and the odds of them happening are affected by their IQ and Synchro.

EXPLANATION OF MAG STATS

DEF	When equipped, raises your DFP by this amount (Max is 100).
POW	When equipped, raises your ATP by double this amount (Max is 100).
DEX	When equipped, raises your ATA by 1/2 this amount (Max is 100).
MIND	When equipped, raises your MST by double this amount (Max is 100).
IQ	Affects Mag Special Abilities (Max is 200).
Synchro	Affects Mag Special Abilities (Max is 120%)



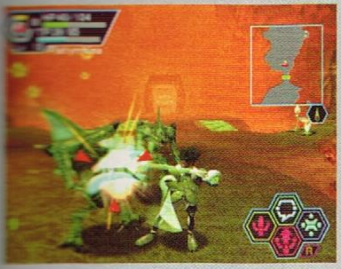
```
Level    :  140
Synchro  : 105%
IQ       :  167
DEF   19
POW   76
DEX   22
MIND  23
        L  2/3  R
```

```
Farlla
Golla
Pilla
        L  3/3  R
```

Lv 11 Sifaka
Lv 5
1
Nero
Lv 6
Aye-Aye
Lv 6
Taila
Poison Lily
Attribute:A.Beast

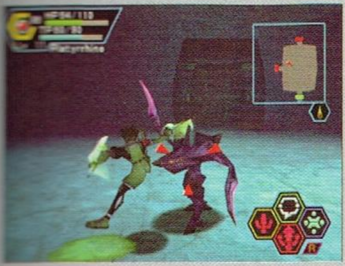
USING COMBOS IN BATTLE

The bread and butter of this game's battle system is combos. Every time you attack with a weapon, you can do a series of up to three attacks of any type in succession. The timing differs weapon by weapon, but the general rule is to hit the button again a split second before the enemy gets hit, just before the amount of damage pops up (even if that first hit misses, you can still continue the combo). Combo attacks are important for three reasons:



A Dagger combo keeps an enemy at bay.

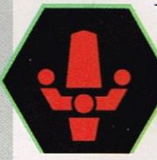
They allow you to attack more: When you do a combo, the refractory period between your attacks is significantly diminished. For example, a Ranger who fires twice without doing a combo will have to lift the gun, fire, lower the gun, and then repeat. But in the same amount of time required to do this twice, you can do a three hit combo where you lift the gun and fire three times before lowering your weapon.



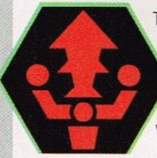
There are all sorts of neat attacks, like the flying Dagger kick, that can only be performed as part of a three-hit combo.

They increase your accuracy: After a successful hit, the accuracy of each subsequent hit of your combo rises, by 30% for the second hit and nearly 70% for the third! This means if you do a weak-strong-strong combo (typically the best against hard-to-hit enemies), the two strong hits will strike with roughly the same Accuracy as the initial weak one! The best way to utilize the notoriously inaccurate abilities of special weapons is with a weak-special-special attack.

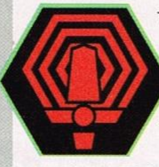
They prevent enemies from hitting back: This is the most important aspect of combos. If you're doing solitary attacks with a close-range weapon against strong enemies, you'll basically just end up taking turns beating on each other. But a string of combo hits may keep your foe on the ropes long enough to deliver several hits without retaliation. And if you manage to get an enemy from behind, a quick combo of rapid hits may keep him from even being able to turn around! This aspect is why Hunters are actually among the deeper characters in the game: If they can become intimately familiar with the timing of the various weapon combos and different enemy attacks, they can skillfully prevent their opponents from getting hits in.



The weak attack does damage equal to **90%** of your modifed Attack score (after enemy Defense and such are factored in), but it uses **100%** of your Accuracy score.



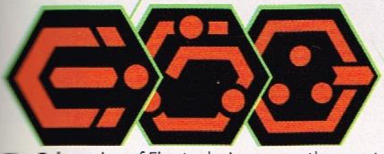
The strong attack does damage equal to **170%** of your modified Attack score, but its Accuracy is only **70%** of the Accuracy of the weak hit.



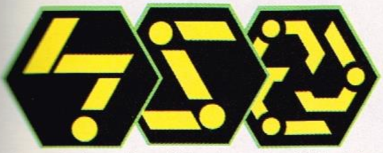
The special attack uses only **50%** of the Attack score, and **50%** of your Accuracy. But if it hits, the weapon's elemental special ability may go off.

LEARNING AND USING TECHNIQUES

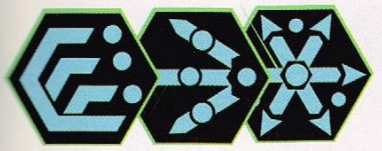
OFFENSIVE TECHNIQUES



The **Foie** series of Fire techniques are the most damaging basic attack spells in the game.

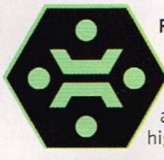


The auto-targeting of **Zonde** makes it ideal for beginners, and all Zonde techniques are great in the Mines.

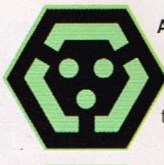


The **Barta** series of Ice attacks is less damaging, but higher level versions may also Freeze enemies.

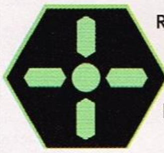
RECOVERY TECHNIQUES



Resta is perhaps the game's most useful technique. It's a powerful healing spell that also affects your teammates at higher levels.



Anti can cure all the common status conditions and, like Resta, can make you new friends by curing teammates at higher levels.



Reverser can completely revive any fallen player. It's invaluable in multiplayer and online modes, but only Forces can use it.

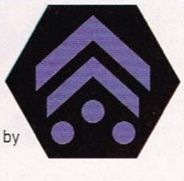
Forces probably couldn't care less about all that combo stuff, since their bread and butter is techniques. Techniques are basically spells, except that they come in disks that you have to find (in green boxes) or buy (from the Tools Shop). Each disk has a minimum MST requirement to learn, which keeps HUmars, HUnewearls, RAmarls and RAmars from having access to powerful spells early in the game. But it's not much of a problem for Forces, who gain MST very quickly and are unlikely to find or be able to buy spells they won't be able to learn soon. Once you use a disk, it disappears and you'll remember the technique forever.

Each technique has thirty levels, so even very late in the game you'll be finding higher level versions of the game's basic techniques. They're not drastically different at higher levels, but they do change subtly... Each new level does a little more damage, has a little wider range, and/or casts a little bit quicker. Their casting cost also increases slightly. The exceptions are Anti, which has seven levels, and Reverser (which revives dead characters) and Ryuker (which opens a telepipe), which have only one level.

SUPPORT TECHNIQUES

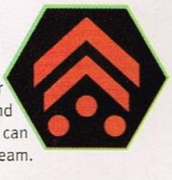
DEBAND

Your Defense is improved for a short time. Fades away, or can be dispelled by Zalure.



SHIFTA

Shifta is the best support technique. Hunters can use it for a quick stat boost, and at high levels Forces can cast it on the entire team.



EXP AND LEVELING UP

HP 92/131
TP 0/0
Lv 8/Sifaka
Dimenian
Attribute:Dark

The Shot and Slicer are the best weapons for EXP poaching.

You can cheat the system by having a friend bequeath you a super-powered Mag and a bunch of enhanced weapons, Units, and Materials, but there's simply no substitute for experience. Your level is the greatest influence on your stats, and is the sole determining factor of what Armor and Shields you can use.

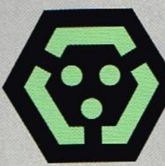
You can go up levels the old-fashioned way, of course, by playing lots and earning EXP bit by bit. But when you need to put on a lot of EXP quickly to beat a boss or try out your shiny new nine-star weapon, you might want to try poaching some EXP online. Since everyone who hits an enemy gets virtually the full amount of EXP (contributors get 80% of an enemy's EXP, while the player who delivers the killing blow gets the full 100%), it's simple to join a high-level party in a tough area, and let them do all the work. The trick is just to use a ranged weapon or technique, hit every enemy once, and get out of the way. This is obscenely easy if you're a Ranger with a Shot-series weapon that can target five enemies at once. (Man, Rangers really do get all the breaks!) This may not make you the most popular guy in the world, of course, so you may want to ask permission (most strong players will be glad to help out a newbie if they have openings in the party and you don't steal the good items). Or you can just force your way into a group that hasn't set a password. And hey, if you're already being a jerk, you might as well take all the items too. Just don't expect anyone to Reverser you when you die.

EXP CHART

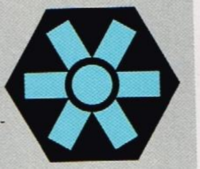
Level/EXP		Level/EXP	
1.	0	14.	8450
2.	50	15.	9848
3.	200	16.	11427
4.	450	17.	13252
5.	800	18.	15364
6.	1250	19.	17785
7.	1800	20.	20539
8.	2450	21.	23644
9.	3200	22.	27118
10.	4050	23.	30979
11.	5000	24.	35245
12.	6050	25.	39924
13	7200		

STATUS CONDITIONS

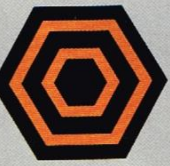
POISON
Your character loses HP bit by bit until this condition is cured by Antidote, a Sol At., or Anti.



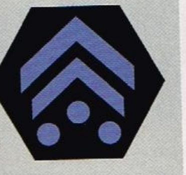
FROZEN
Your character is frozen in place. Fades after a few seconds.



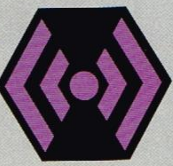
PARALYSIS
Your character can't attack or use techniques. Cured by Antipar., Sol At., or Anti.



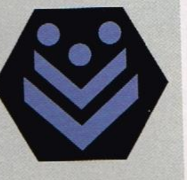
DEBAND
Your Defense is improved for a short time. Fades away, or can be dispelled by Zalure.



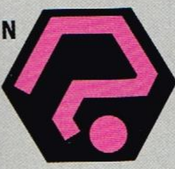
SLOW-MO
Your character moves and attacks at half speeds. Fades after a few seconds.



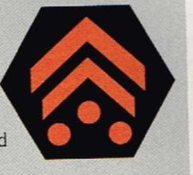
ZALURE
Your Defense is decreased for a short time. Fades away, or can be cured by Deband.



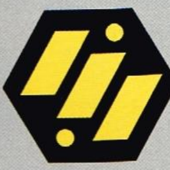
CONFUSION
You can't control your character's movement. Fades after a few seconds.



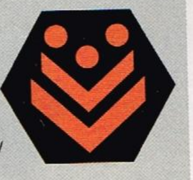
SHIFTA
Attack is improved for a short time. Fades away, or can be dispelled by Jellen.



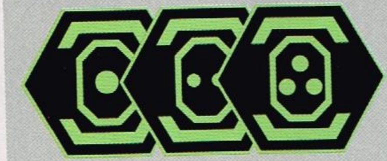
SHORT
The same effect as Paralysis, but it wears off after a few seconds.



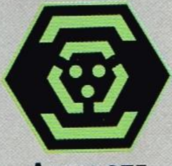
JELLEN
Your Attack is decreased for a short time. Fades away, or can be cured by Shifta.



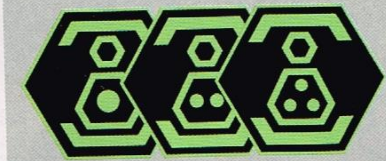
RECOVERY ITEMS



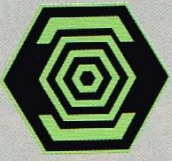
MONO-, DI-, & TRIMATE
Recovers HP. Amount depends on difficulty level.



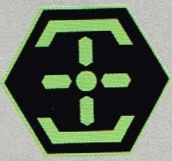
ANTIDOTE
Cures the Poison condition.



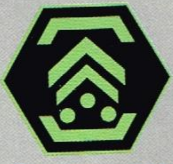
MONO-, DI-, & TRIFLUID
Recovers TP. Amount depends on difficulty level.



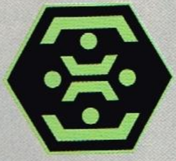
ANTIPARALYSIS
Cures the Paralysis condition.



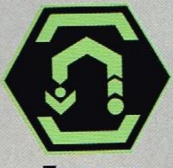
MOON ATOMIZER
Revives dead characters.



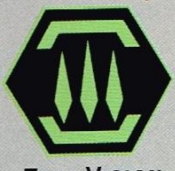
SOL ATOMIZER
Cures any status condition.



STAR ATOMIZER
Heals you and all nearby players.



TELEPIPE
Opens a portal to Pioneer 2. It will disappear when you pass back through.



TRAP VISION
Temporarily allows you to see all traps in your current area.

ONLINE ETIQUETTE

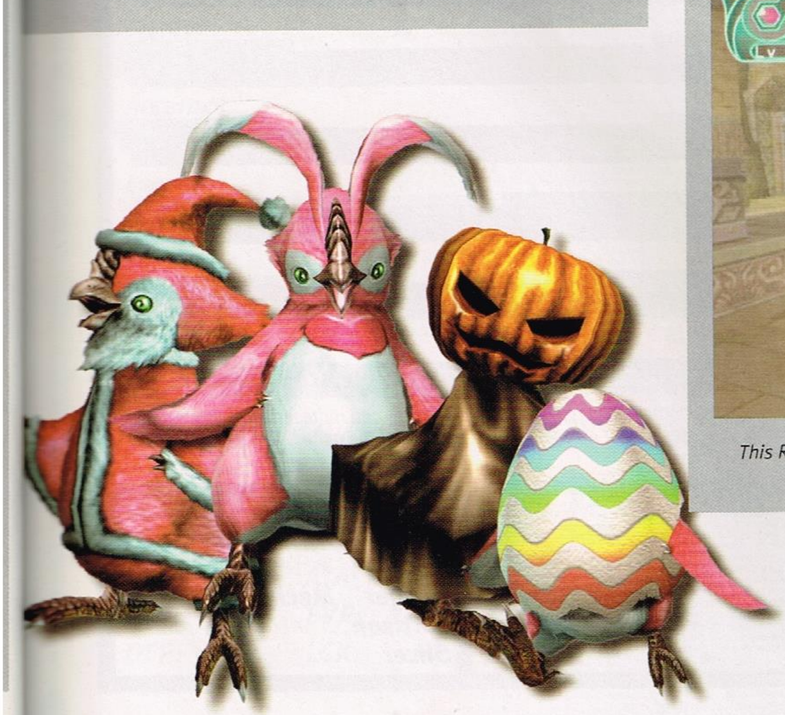
Proper online etiquette is all pretty common sense stuff. Try to stay away from vulgarity (it wouldn't get past the game's language filter anyway), never disconnect suddenly, and share the items you find with your group. A general rule for item sharing is to not take stuff that isn't in your class, and to let Forces take all of the Frames and Barriers (they need the money more anyway). But groups should discuss it beforehand, so everyone's on the same page.

When playing, try to use your class's strengths to everyone's advantage. For example, Androids should warn other players about traps, and Forces should call the team in for a "group hug" before they cast a high-level Resta or Shifta, so it affects everyone. And everyone should make sure that if it's their Telepipe, they're the last one back through it.

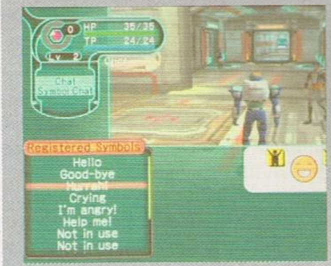
Nero
Celebrate the love!

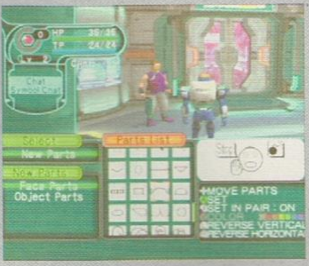
HAPPY HOLIDAYS

As is tradition in Sonic Team games, Phantasy Star Online Episode I & II uses the console's internal clock to trigger time-sensitive events and display holiday themes online. Here you see the lovable Rag Rappy as it appears on Christmas, Valentine's Day, Halloween, and Easter.

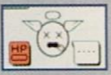


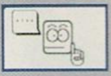
SYMBOL CHAT

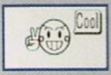

HP 35/35
TP 24/24
Lv 2
Chat
Symbol Chat
Registered Symbols
Hello
Good-bye
Hurrah!
Crying
I'm angry!
Help me!
Not in use
Not in use

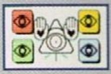

HP 35/35
TP 24/24
Chat
Symbol Chat
Select
New Parts
New Parts
Face Parts
Object Parts
Parts List
MOVE PARTS
SET
SET IN PAIR : ON
COLOR
REVERSE VERTICAL
REVERSE HORIZONTA

There's no quicker (and cuter) way to communicate with your party than with Symbol Chat. This option allows you to construct your own faces, which you can then Register onto an F-key or D-pad direction. The game comes with several presets, but you can get way more creative, and set them up to communicate more specific information, like "I'm dead" or "traps ahead."









PLAY EPISODE I FIRST

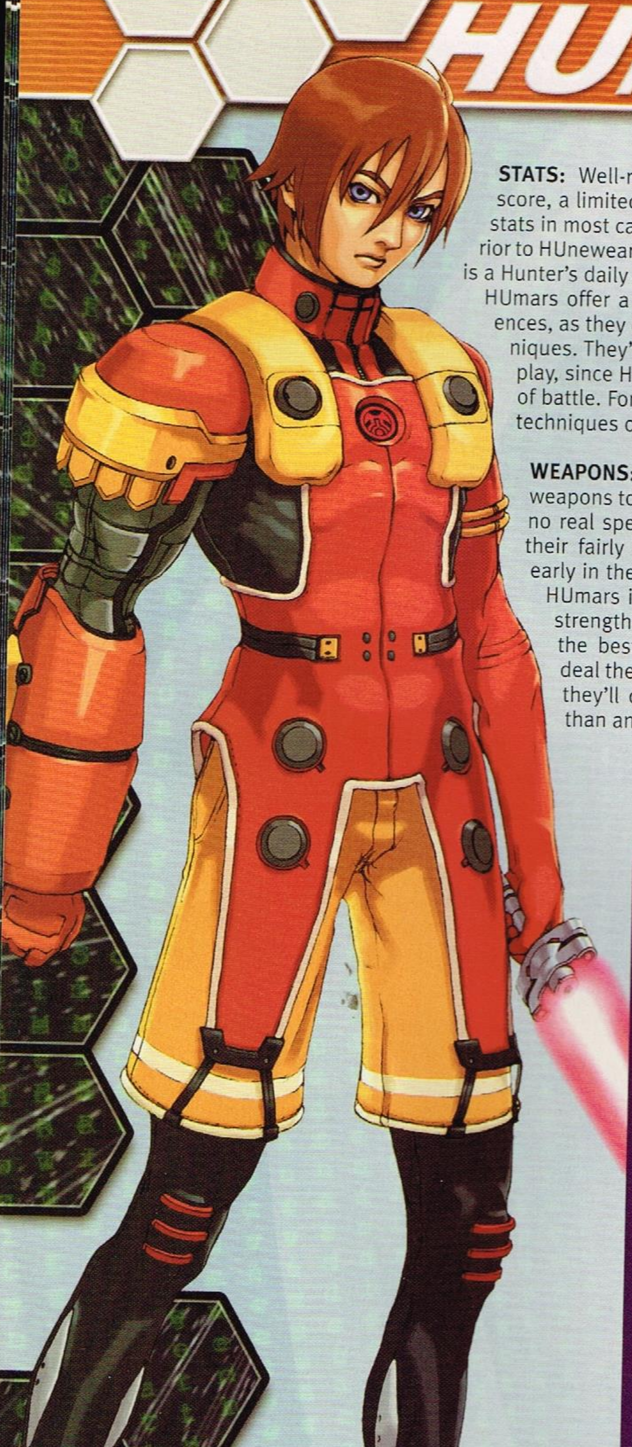
If you've already played PSO on Dreamcast, you may be tempted to dive into the new GameCube-exclusive Episode II right away. Try to resist that urge, because Episode II is extremely difficult for low-level characters. As Sonic Team's Yuji Naka has recommended in interviews, play through at least Cave 3 in Episode I before you tackle Episode II.

HP 35/35
TP 24/24
Lv 2
Clint
R

This RAmar is about to find out why it's a good idea to play through Episode I first.

HUmar

HUNTER-HUMAN-MALE



STATS: Well-rounded HUmars mix a good Attack score, a limited ability to use techniques, and decent stats in most categories. Their stats are generally inferior to HUnewearls, but they have a higher Attack, which is a Hunter's daily fare.

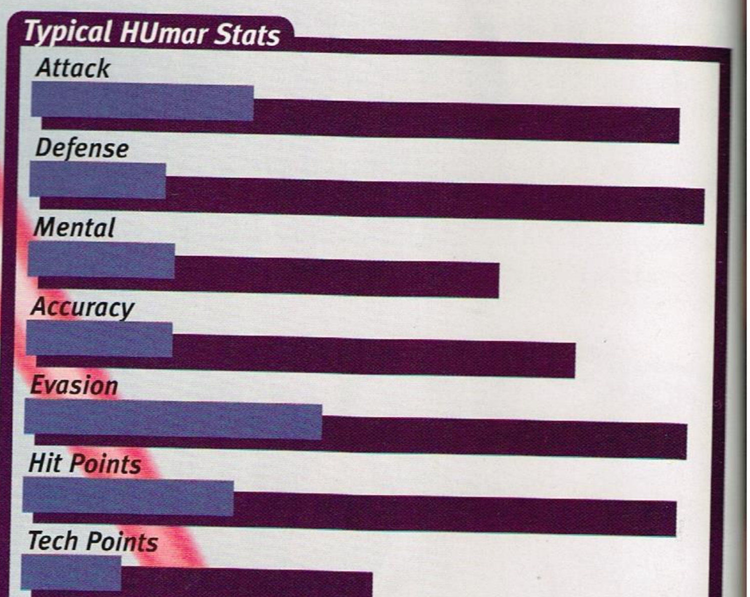
HUmars offer a good mix of all of the game's experiences, as they can use most weapons and many techniques. They're not necessarily an easy character to play, since Hunters have to be out in the front lines of battle. For that reason, you'll want to focus your techniques on recovery spells like Resta and Anti.

WEAPONS: Mix and match the various Hunter weapons to suit the situation, since HUmars have no real specialty. While they can use Handguns, their fairly low Accuracy makes this impractical early in the game. One tip for all Hunter classes, HUmars in particular, is to spend a lot of time strengthening your Mag and making it learn the best Photon Blasts. Since Hunters both deal the most damage and take the most hits, they'll charge up their Mags far more often than any other class.

HP 74/104
TP 85/85
Lv 10 Platyrrhine
Pal Shark
Attribute:A.Beast

HP 28/40
TP 29/29
Chris
Poison Lily
Attribute:A.Beast

Jack-of-all-trades HUmars can use a variety of weapons effectively.



The light blue bars depict typical stats at level 25, and represents the strengths and weaknesses of that character class for most of the game. The dark blue bars are stats at level 100.

Starting Stats

HP:	40	MST:	29
TP:	29	ATA:	68
ATP:	35	EVP:	45
DFP:	17	LCK:	10

Weapon Proficiencies

Saber	Handgun	Cane
Sword	Rifle	Rod
Dagger	Mechgun	Wand
Partisan	Shot	
Slicer		

HUNTER-NEWMAN-FEMALE

HUnewearl

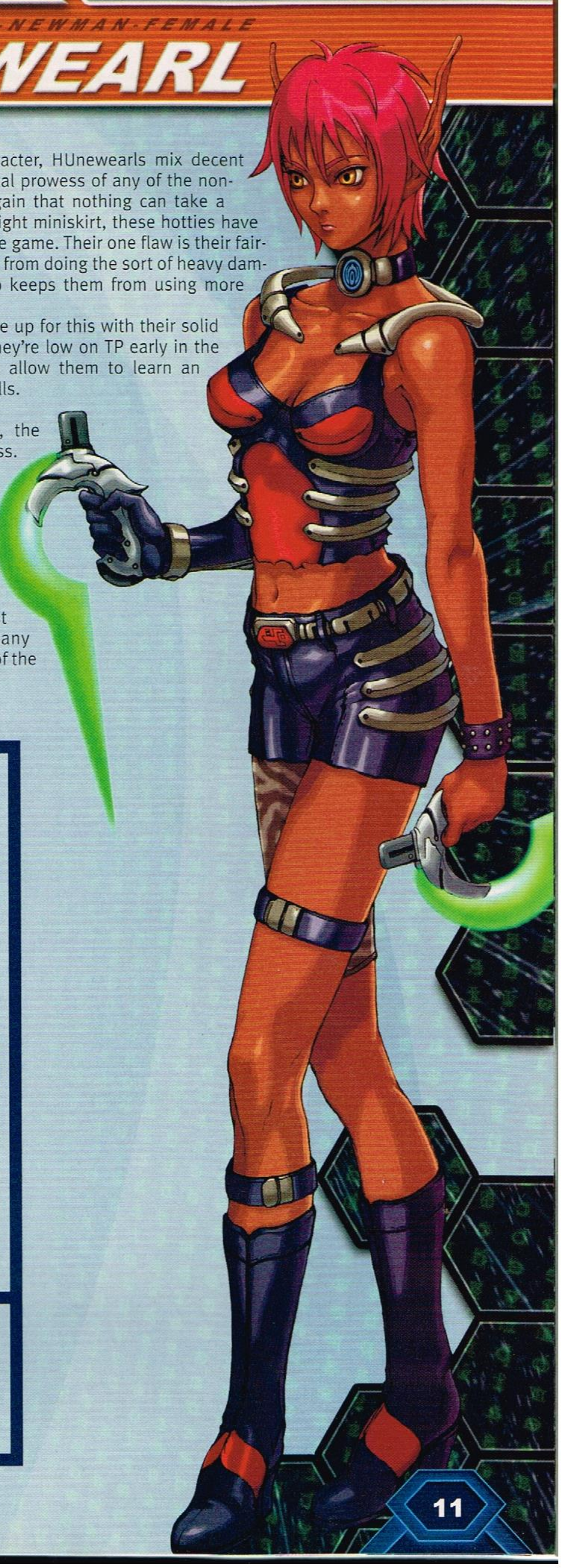
Rag Rappy
Attribute:Native
Nano Dragon
Attribute:A.Beast

The HUnewearl's superior technique capabilities make enemies easier to hit.

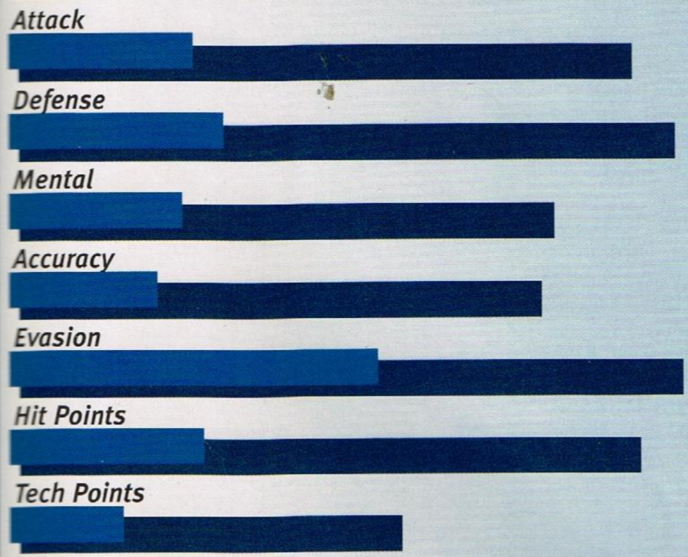
STATS: A very well-rounded character, HUnewearls mix decent attack abilities with the best mental prowess of any of the non-Force characters. Proving once again that nothing can take a bullet like a low-cut halter and a tight miniskirt, these hotties have the best Defense and Evasion in the game. Their one flaw is their fairly low Attack, which prevents them from doing the sort of heavy damage Hunters depend on, and also keeps them from using more powerful weapons sooner.

In the long run, HUnewearls make up for this with their solid command of techniques. While they're low on TP early in the game, their high Mental abilities allow them to learn an impressive variety of powerful spells.

WEAPONS: As the art suggests, the Dagger series is best for this class. The multiple hits compensate for their relatively low Attack stat, and being in the thick of battle isn't as dangerous for them as it is for other character classes that lack their incredible Evasion abilities. Sabers are good too, since they have the lowest Attack requirements, but many Swords and Polearms may be out of the question.



Typical HUnewearl Stats



The light blue bars depict typical stats at level 25, and represents the strengths and weaknesses of that character class for most of the game. The dark blue bars are stats at level 100.

Starting Stats

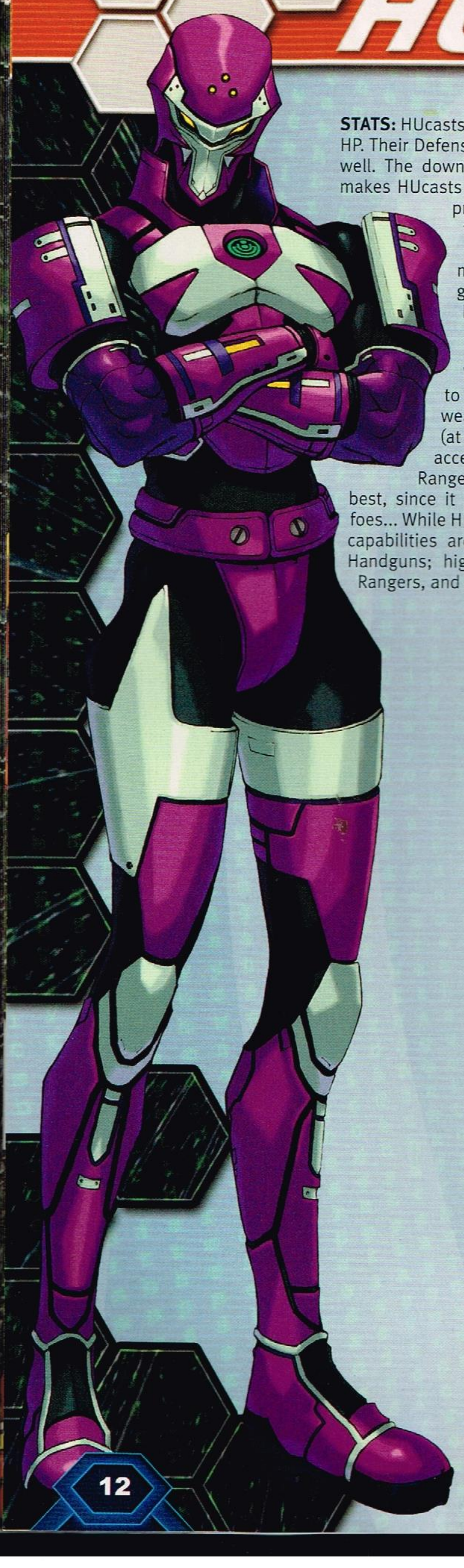
HP:	38	**MST:**	40
TP:	40	**ATA:**	64
ATP:	30	**EVP:**	60
DFP:	22	**LCK:**	10

Weapon Proficiencies

Saber
Sword
Dagger
Partisan
Slicer
Handgun
Rifle
Mechgun
Shot
Cane
Rod
Wand

HUNTER-ANDROID-MALE

HUcast



STATS: HUcasts have the best Attack in the game, and the most HP. Their Defense, Accuracy, and Evasion are all respectable as well. The downside? No technique abilities whatsoever. This makes HUcasts the simplest character class to play, since it's pretty much just Hack-and-Heal... You don't need to worry about techniques, and as an Android, you don't even need to worry about traps and most status conditions. This makes them very good characters early in the game, but at very high levels the other classes mostly catch up with the HUcast's superior stats.

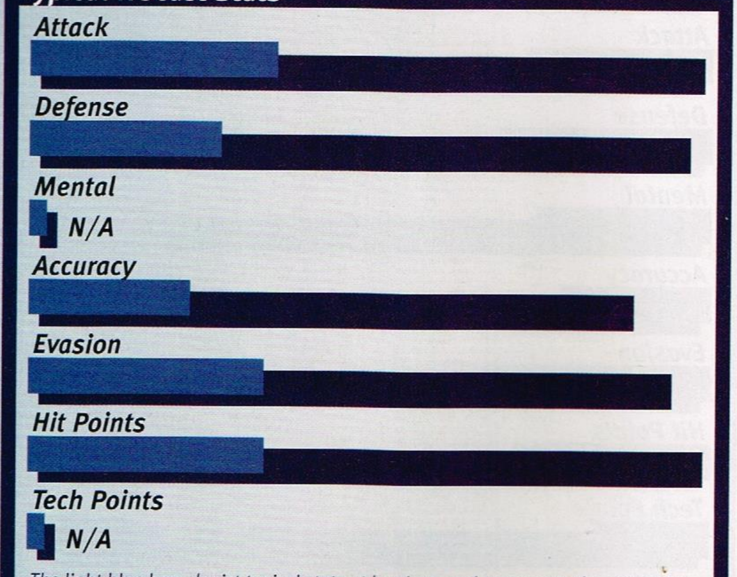
WEAPONS: The only tough decisions you have to make when playing HUcasts are about which weapons to use. With a high Attack and Accuracy (at least by Hunter standards), they have easy access to all four of the Hunter weapons and the Ranger series of Handguns. Swords and Polearms are best, since it puts some distance between them and their foes... While HUcasts do have lots of HP, their other Defensive capabilities are lacking. At higher levels, experiment with Handguns; high-level HUcasts are almost as Accurate as Rangers, and do far more damage.

HP 174/198
TP 0/0
Lv 20
Lemur
116
Dubchic
Attribute:Machine

HP 16/44
TP 0/0
Bill
Poison Lily
Attribute:A.Beast

HUcasts may not be versatile, but they kick butt like no other class can.

Typical HUcast Stats



The light blue bars depict typical stats at level 25, and represents the strengths and weaknesses of that character class for most of the game. The dark blue bars are stats at level 100.

Starting Stats

HP:	44	MST:	0
TP:	0	ATA:	65
ATP:	35	EVP:	35
DFP:	18	LCK:	10

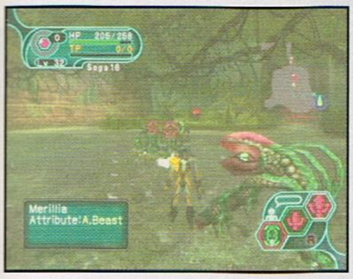
Weapon Proficiencies

Saber
Sword
Dagger
Partisan
Slicer
Handgun
Rifle
Mechgun
Shot
Cane
Rod
Wand

HUNTER-ANDROID-FEMALE

HUcaseal

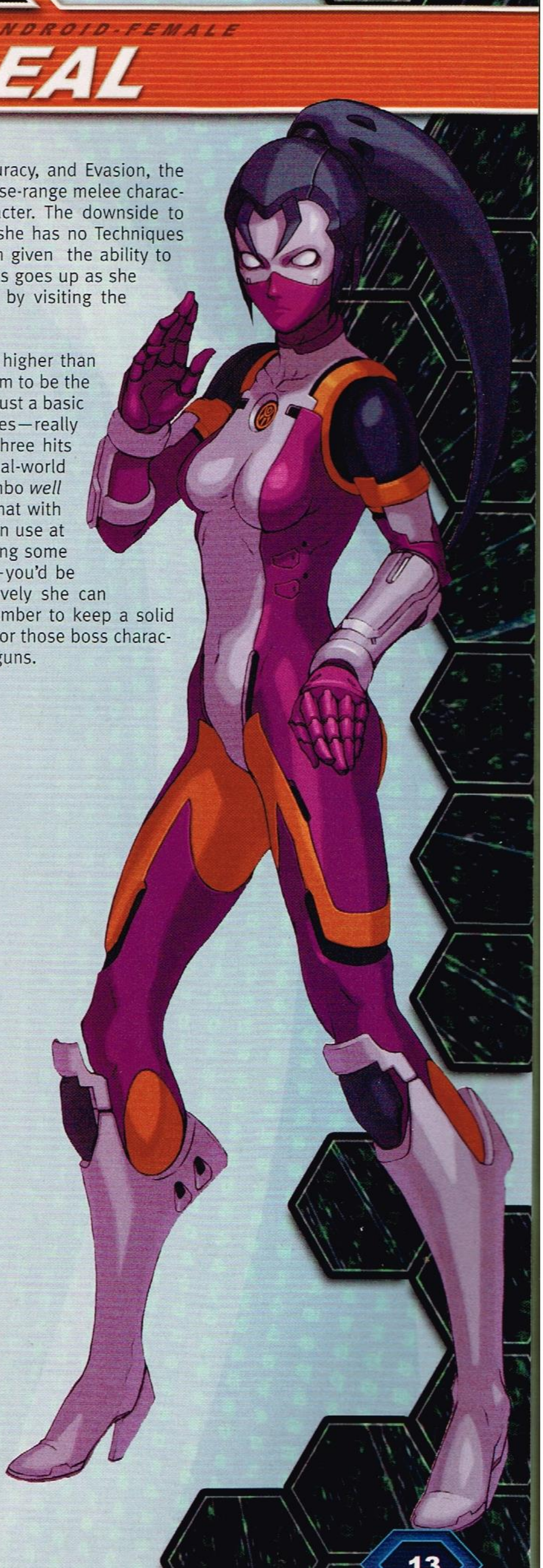
HP 194/258
TP 0/0
Lv 32
Sega18
Zol Gibbon
Attribute:Native



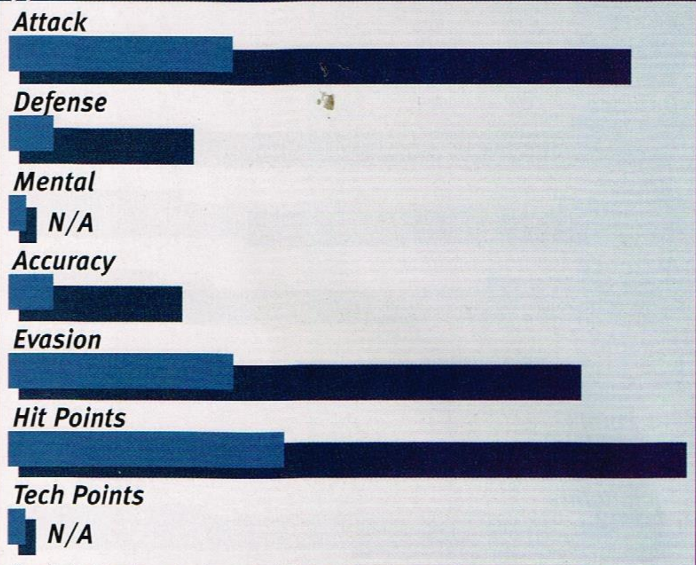
At higher levels, Damage Traps work well in large groups of enemies.

STATS: With the focus on Attack, Accuracy, and Evasion, the HUcaseal is an excellent choice as a close-range melee character or a medium-ranged assault character. The downside to playing an Android, obviously, is that she has no Techniques whatsoever. To replace that, she's been given the ability to use Traps. The number of Traps she gets goes up as she gains levels, and can only be refilled by visiting the Hospital or using a Healing Rig.

WEAPONS: Because the HUcaseal has higher than normal Accuracy ratings, Mechguns seem to be the weapon of choice. Even a crappy one—just a basic Gatling with some moderate percentages—really rips groups of enemies to shreds. At three hits per group of shots, you've got a real-world chance of doing 1,000+ damage per combo *well* before you hit level 50. Just try to do that with even the rarest Saber your character can use at level 50. At higher levels (85+) , try filling some armor with some rare Accuracy Units—you'd be surprised just how quickly and effectively she can solo even in Ultimate Mode. Just remember to keep a solid Handgun in your inventory at all times for those boss characters who stay just out of range of Mechguns.



Typical HUcaseal Stats



The light blue bars depict typical stats at level 25, and represents the strengths and weaknesses of that character class for most of the game. The dark blue bars are stats at level 100.

Starting Stats

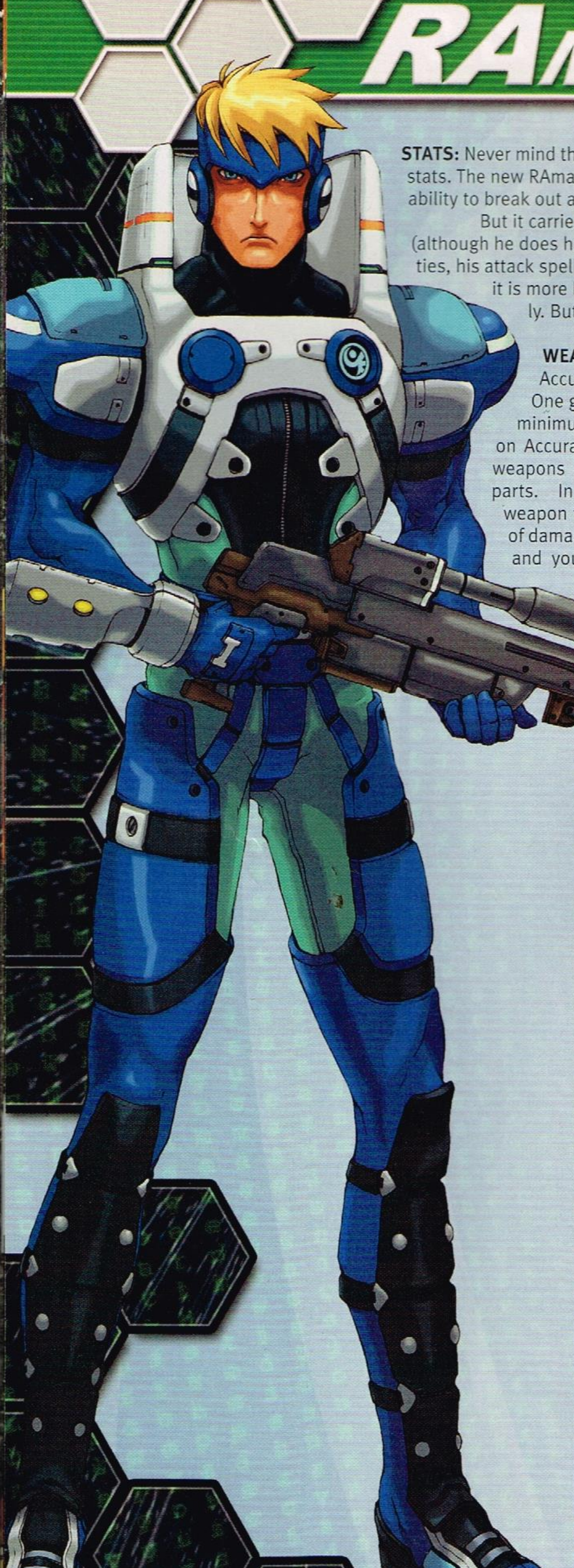
HP:	44	**MST:**	0
TP:	0	**ATA:**	72
ATP:	35	**EVP:**	35
DFP:	18	**LCK:**	10

Weapon Proficiencies

Saber
Sword
Dagger
Partisan
Slicer
Handgun
Rifle
Mechgun
Shot
Cane
Rod
Wand

HUNTER-HUMAN-MALE

RAmar



STATS: Never mind that RAmars have the worst MST and TP stats in the game... At least they *have* those stats. The new RAmarl is the only other Ranger than can use techniques, so the RAmar's ability to break out an occasional Resta or Zonde is pretty significant.

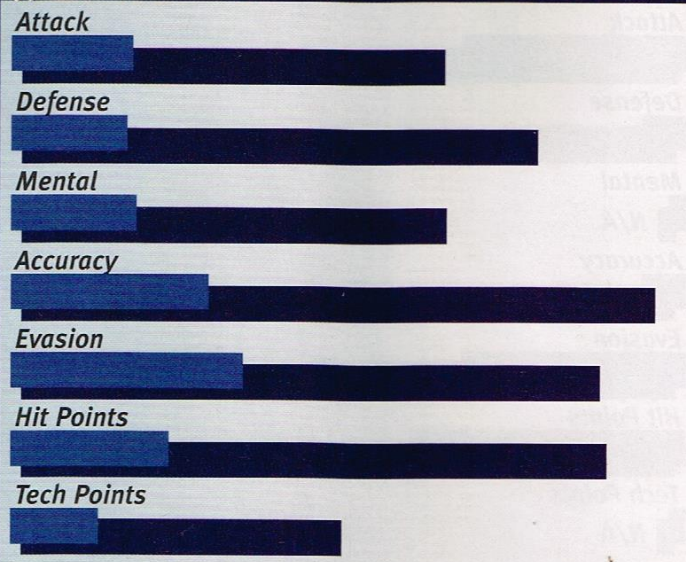
But it carries a price: The RAmar has the lowest Attack and Defense stats of the four Rangers (although he does have slightly better Accuracy). So is it worth it? Well... With such low Mental abilities, his attack spells will rarely do more damage than a decent rifle shot, so all you really get out of it is more healing. The ability to use Resta is a big deal if you intend to play online frequently. But it's not a major factor in offline play.

WEAPONS: RAmars can make Mechguns work, since they require unusually high Accuracy to be effective. But early on, you'll want to stick with Handguns and Rifles. One great thing about RAmars is that since the minimum requirements to use all guns is based on Accuracy, they'll be able to use powerful new weapons a few levels sooner than their counterparts. In multi-player games, equip him with a weapon from the Shot series: It may not do a ton of damage, but it will hit every enemy in the room, and you'll earn obscene amounts of EXP (you might also earn the contempt of the rest of the party, but that's their problem).

HP 29/29
TP 20/20
Dimenian
Attribute:Dark

Thanks to their high Accuracy score, RAmars can pick off enemies from a safe distance.

Typical RAmar Stats



The light blue bars depict typical stats at level 25, and represents the strengths and weaknesses of that character class for most of the game. The dark blue bars are stats at level 100.

Starting Stats

HP:	29	MST:	20
TP:	20	ATA:	80
ATP:	18	EVP:	36
DFP:	13	LCK:	10

Weapon Proficiencies

Saber	Handgun	Cane
Sword	Rifle	Rod
Dagger	Mechgun	Wand
Partisan	Shot	
Slicer		

RANGER-HUMAN-FEMALE

RAmarl

HP 164/164
TP 142/167
Luna
Dolmolm
Attribute:A.Beast

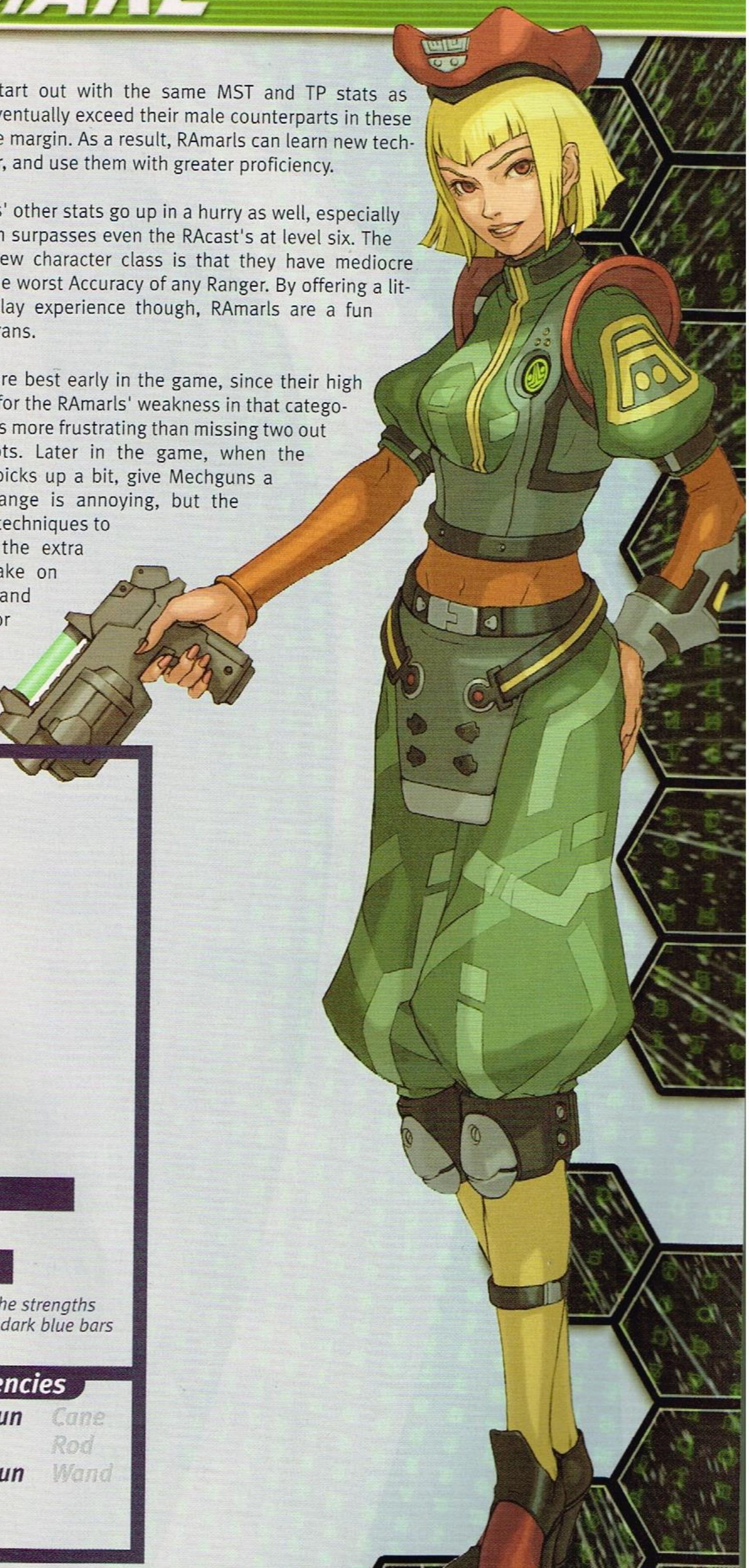
HP 110/164
TP 131/167
Luna
Ul Gibbon
Attribute:Native

The RAmarl's Accuracy leaves a bit to be desired, but her technique capabilities are unmatched among Rangers.

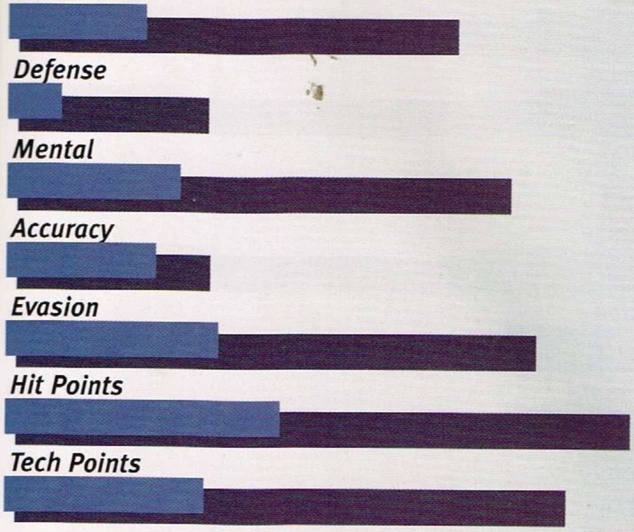
STATS: RAmarls start out with the same MST and TP stats as RAmars, but they eventually exceed their male counterparts in these categories by a wide margin. As a result, RAmarls can learn new techniques much sooner, and use them with greater proficiency.

Most of the RAmarls' other stats go up in a hurry as well, especially their Defense, which surpasses even the RAcast's at level six. The downside to this new character class is that they have mediocre Attack Power and the worst Accuracy of any Ranger. By offering a little different gameplay experience though, RAmarls are a fun choice for PSO veterans.

WEAPONS: Rifles are best early in the game, since their high Accuracy makes up for the RAmarls' weakness in that category. After all, nothing's more frustrating than missing two out of every three shots. Later in the game, when the RAmarls' Accuracy picks up a bit, give Mechguns a try. Their limited range is annoying, but the RAmarl has healing techniques to help recover from the extra damage she will take on the front lines, and attack techniques for when you need a little extra range.



Typical RAmarl Stats



The light blue bars depict typical stats at level 25, and represent the strengths and weaknesses of that character class for most of the game. The dark blue bars are stats at level 100.

Starting Stats

HP:	29	**MST:**	20
TP:	20	**ATA:**	72
ATP:	18	**EVP:**	36
DFP:	13	**LCK:**	10

Weapon Proficiencies

Saber
Sword
Dagger
Partisan
Slicer
Handgun
Rifle
Mechgun
Shot
Cane
Rod
Wand

RANGER-ANDROID-MALE

RAcast

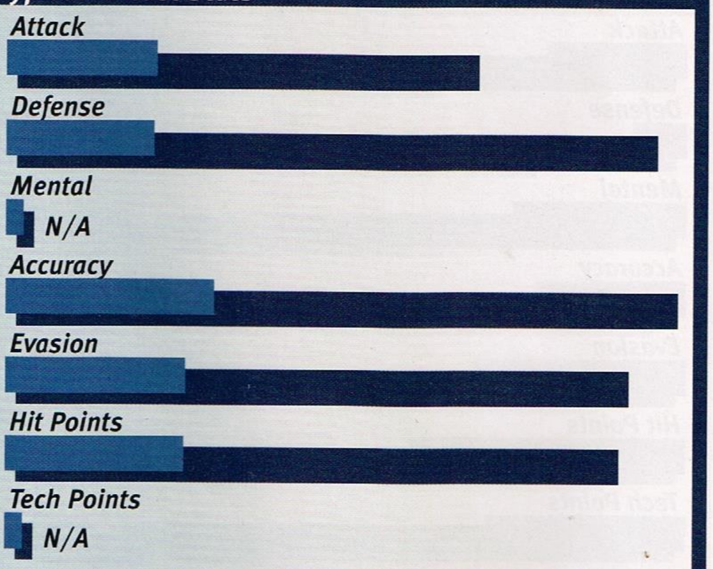
STATS: RAcasts are the most powerful Rangers since they have the highest Attack of the class. While their Accuracy isn't great early on, they'll be hitting most shots by level 30 or so, and you'll appreciate the fact that those hits do a good 20% more damage than the other Rangers' attacks. His Evasion is lacking (although at very high levels, the RAcasts do overtake their puny human counterparts in that stat), but that's not necessarily a big deal for this class. Rangers should evade their enemies the old-fashioned way: By staying way out of range and filling them full of lead (or the photon equivalent) long before they get close enough to attack.

WEAPONS: Stay away from Mechguns, since those benefit least from the RAcast's added Attack Power. Rifles and Handguns are great, and with the strength to back it up, RAcasts can do some great damage with Shots. When you're playing alone, only the RAcast is strong and accurate enough to make the low-power Shots do the job.

HP 28/33
TP
Booma
Attribute:Native

RAcasts can't use techniques, but they make up for it with raw power.

Typical RAcast Stats



The light blue bars depict typical stats at level 25, and represents the strengths and weaknesses of that character class for most of the game. The dark blue bars are stats at level 100.

Starting Stats

HP:	33	MST:	0
TP:	0	ATA:	76
ATP:	25	EVP:	31
DFP:	18	LCK:	10

Weapon Proficiencies

Saber
Sword
Dagger
Partisan
Slicer
Handgun
Rifle
Mechgun
Shot
Cane
Rod
Wand

RANGER-ANDROID-FEMALE

RAcaseal

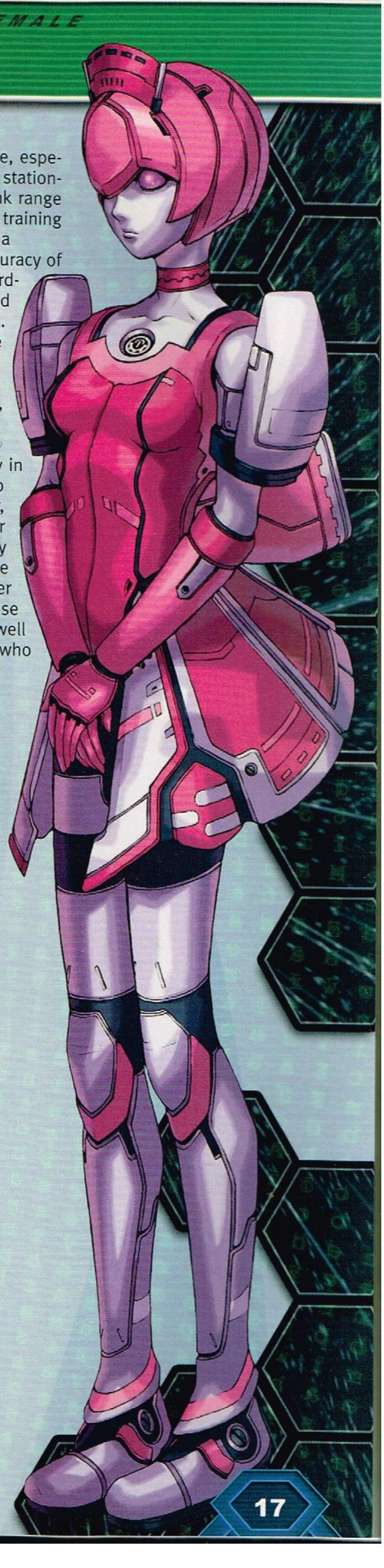
HP 117/138
TP 0/0
Sifaka
Bee L
Attribute:Dark

HP 31/31
TP 0/0
Mothmant
Attribute:Native

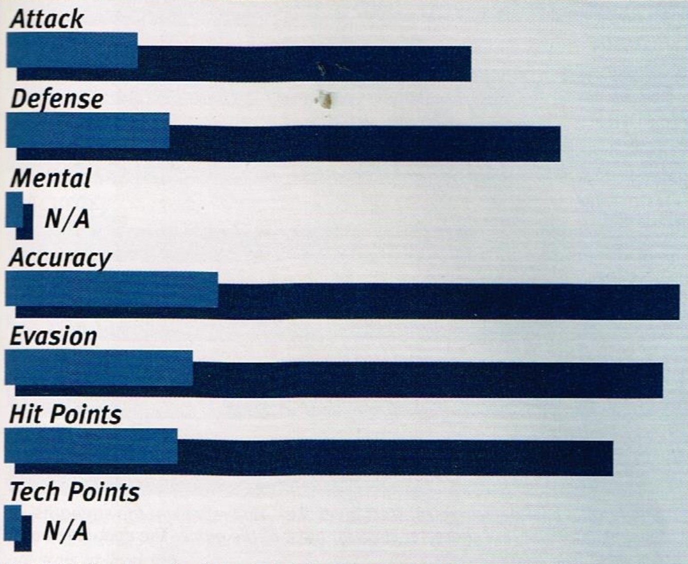
The RAcaseal's pinpoint Accuracy can be counted on to eliminate even hard-to-hit threats like the Chaos Sorceror's Bees.

STATS: High Accuracy is a big blessing early in the game, especially for Rangers. Early in the game, the odds of hitting a stationary object with a scope-equipped rifle at near point-blank range are about 50/50 (which kinda makes one question the training methods used at the Ranger Academy). But that's less of a problem for RAcaseals, who have the second highest Accuracy of any class. The problem is, enemies don't really get any harder to hit late in the game, so at high levels, any Ranger (and even Hunters and Forces) can make just about any shot. Therefore RAcaseals are only better than RAcasts for the first thirty or forty levels, and then you'll start to pine for the RAcast's power. But on the plus side, RAcaseals have a good Defense score and are bizarrely cute. Like RAcasts, they have no magical abilities.

WEAPONS: Handguns and Rifles are the way to go early in the game, but later on, the RAcaseal's high Accuracy also allows her to use Mechguns effectively. Like the RAmar, she's able to use new guns a bit sooner than the RAcast or RAmarl, and can rack up on EXP in multi-player games by equipping a Shot series weapon. In other words, the RAcaseal can use pretty much any gun effectively, either from long range (thanks to her high Accuracy) or up-close (thanks to her high Defense). She is perhaps the most well balanced Ranger, and an ideal character class for novices who aren't interested in techniques.



Typical RAcaseal Stats



The light blue bars depict typical stats at level 25, and represents the strengths and weaknesses of that character class for most of the game. The dark blue bars are stats at level 100.

Starting Stats

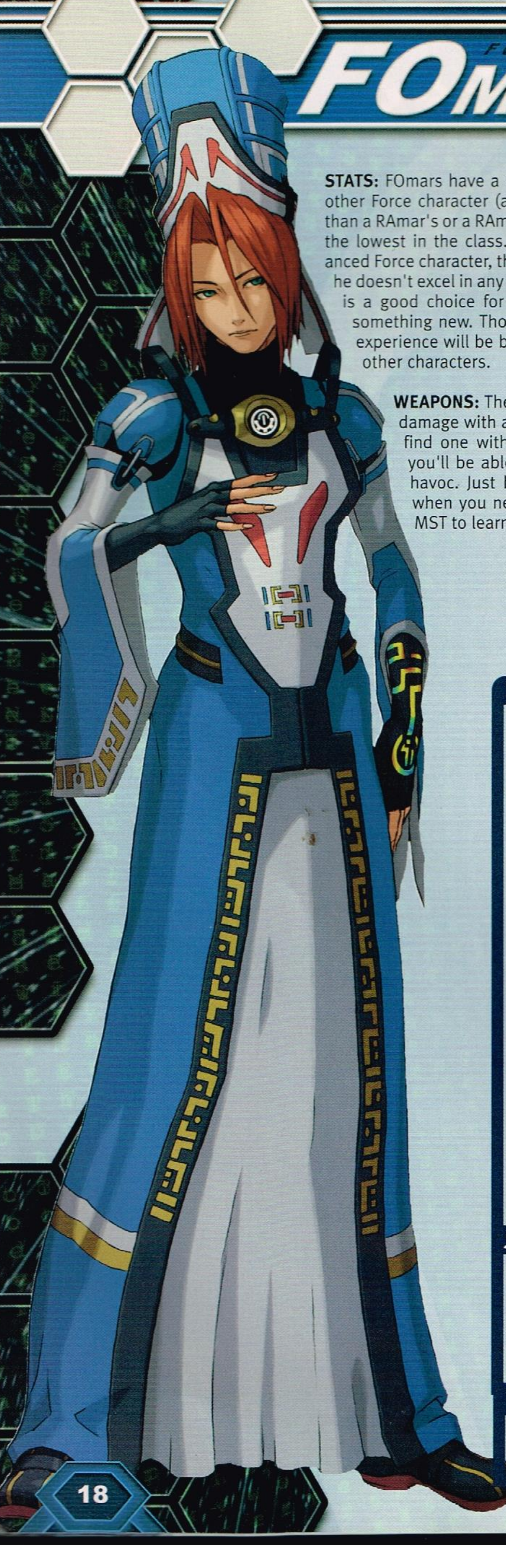
HP:	31	**MST:**	0
TP:	0	**ATA:**	78
ATP:	20	**EVP:**	31
DFP:	23	**LCK:**	10

Weapon Proficiencies

Saber
Sword
Dagger
Partisan
Slicer
Handgun
Rifle
Mechgun
Shot
Cane
Rod
Wand

FORCE-HUMAN-MALE

FOmar



STATS: FOmars have a much higher Attack Power than any other Force character (at higher levels, it's not much lower than a RAmar's or a RAmarl's), but their MST and TP stats are the lowest in the class. Thus, despite being the most balanced Force character, the FOmar is challenging to play since he doesn't excel in any particular area. Like the RAmarl, this is a good choice for seasoned PSO players looking for something new. Those seeking a more traditional Force experience will be better served by choosing one of the other characters.

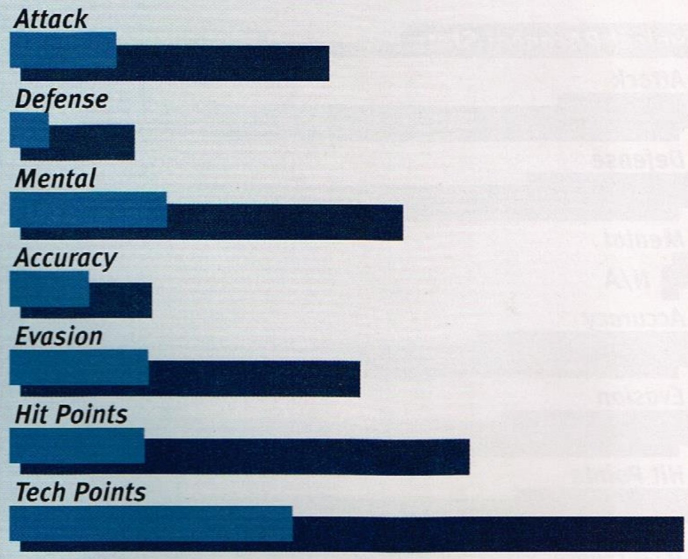
WEAPONS: The FOmar is burly enough to do some damage with a Handgun or a Slicer, and if you can find one with the Draw, Heart, or Dim abilities, you'll be able to wreak some pretty respectable havoc. Just be sure to keep a Wand handy for when you need to boost the FOmar's lackluster MST to learn a new technique.

HP 174/174
TP 92/326
Booma
Attribute:Native

HP 174/174
TP 318/318
Dimenian
Attribute:Dark

Unlike other Force characters, FOmars don't have to rely solely on techniques to deal damage.

Typical FOmar Stats



The light blue bars depict typical stats at level 25, and represent the strengths and weaknesses of that character class for most of the game. The dark blue bars are stats at level 100.

Starting Stats

HP:	29	MST:	53
TP:	79	ATA:	64
ATP:	13	EVP:	35
DFP:	10	LCK:	10

Weapon Proficiencies

Saber	Handgun	Cane
Sword	Rifle	Rod
Dagger	Mechgun	Wand
Partisan	Shot	
Slicer		

Technique Specialities

Power +30%: Gifoie, Gibarta, Gizonde, Grants
Range x2: Deband, Shifta

FORCE·HUMAN·FEMALE

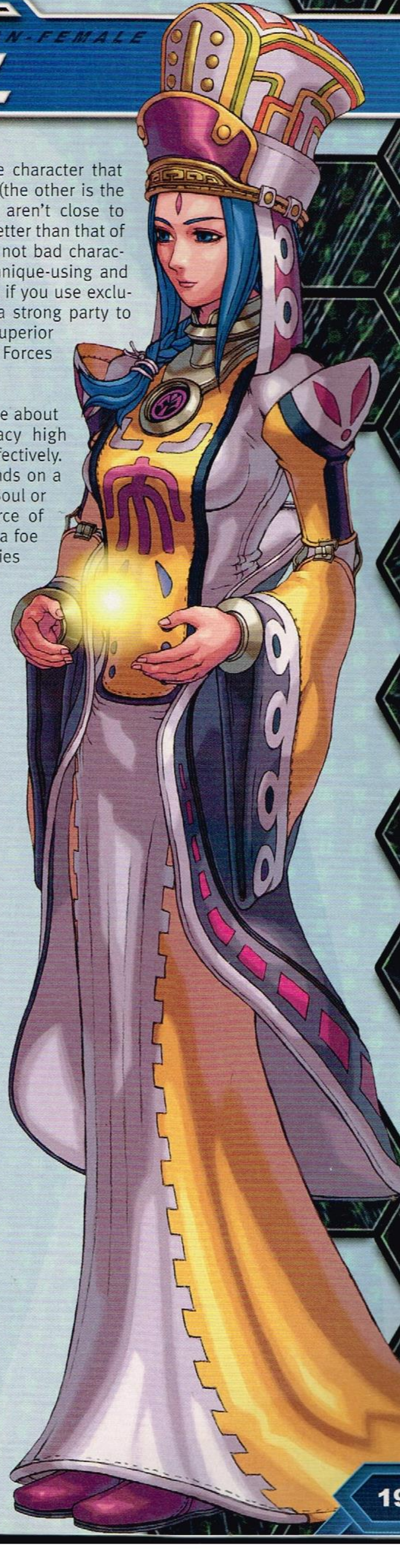
FOMARL

HP 175/175
TP 363/546
Lv 29
Loris
146
Garanz
Attribute:Machine
R
HP 78/118
TP 198/327
Lv 18
Loris
0
Pan Arms
Attribute:A.Beast
R

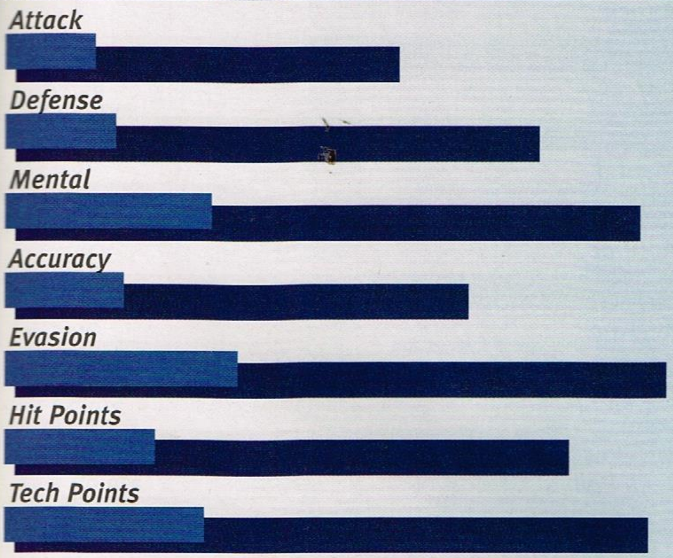
A Heart-series Handgun is usually the best weapon for Force characters

STATS: The FOmarl is one of two Force character that don't completely suck on the battlefield(the other is the new FOmar). Her Attack and Accuracy aren't close to Hunter or Ranger range, but they're far better than that of the FOnewms and FOnewearls. They're not bad characters if you want to concentrate on technique-using and hedge your bets in other categories. But if you use exclusively Cast-and-Run strategies or have a strong party to protect you, you'll probably want the superior mental capabilities of the other two Forces instead.

WEAPONS: The one thing that I really like about FOmarls is that they have an Accuracy high enough to use specialty Handguns effectively. They're rare, but if you can get your hands on a piece with the TP-draining Heart, Mind, Soul or Geist abilities, you'll have a great source of renewable TP. And nothing beats offing a foe by a spell cast with its own TP. Dim series weapons (Dim, Shadow, Dark and Hell) and their one-hit kill abilities are quite useful too.



Typical FOmarl Stats



The light blue bars depict typical stats at level 25, and represent the strengths and weaknesses of that character class for most of the game. The dark blue bars are stats at level 100.

Starting Stats

HP:	29	MST:	53
TP:	79	ATA:	64
ATP:	13	EVP:	35
DFP:	10	LCK:	10

Weapon Proficiencies

- Saber
- Sword
- Dagger
- Partisan
- Slicer
- Handgun
- Rifle
- Mechgun
- Shot
- Cane
- Rod
- Wand

Technique Specialities

Power +50% : Grants

Range x2: Deband, Shifta, Resta, Anti

FORCE-NEWMAN-MALE

FOnewm

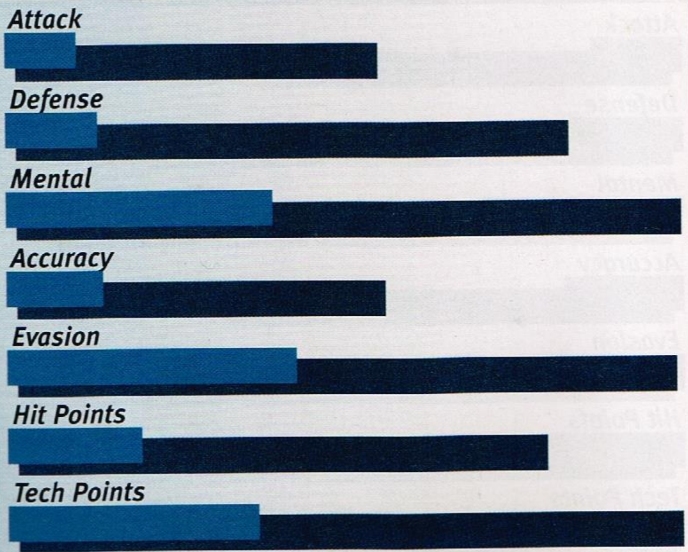
STATS: The FOnewms are the strongest spell-casters in the game. They learn spells the soonest and do the most damage with them, but suck at everything else. FOnewms have slightly better Attack than FOnewearls but worse Evasion, so stay far out of enemy range (when you're playing a Force, you should only be engaging enemies at long range anyway). One interesting thing about FOnewms is that many of their stats keep growing at very high levels after other character classes have maxed out. So if you're planning to max out a Force character, this is the one to use. Alas, there is no way to make the "FOP"newm look like anything but a deranged jester.

WEAPONS: Since you're going to be concentrating on technique-casting, Wands are the best weapon early in the game when you need the Mind boost. Canes and Rods are okay for finishing off weaker enemies, but you don't want to be that close to the fray anyway.

HP 31/31
TP 88/102
Lv 2 Galago
HP 19/31
TP 42/102
Lv 2 Galago
28

FOnewms are the most difficult characters to play early on, but they have awesome potential.

Typical FOnewm Stats



The light blue bars depict typical stats at level 25, and represent the strengths and weaknesses of that character class for most of the game. The dark blue bars are stats at level 100.

Starting Stats

HP:	27	MST:	60
TP:	90	ATA:	61
ATP:	13	EVP:	50
DFP:	7	LCK:	10

Weapon Proficiencies

Saber
Sword
Dagger
Partisan
Slicer
Handgun
Rifle
Mechgun
Shot
Cane
Rod
Wand

Technique Specialities

Power +30%: Gifoie, Gibarta, Gizonde, Rafoie, Rabarta, Razonde

FORCE-NEWMAN-FEMALE

FOnewearl

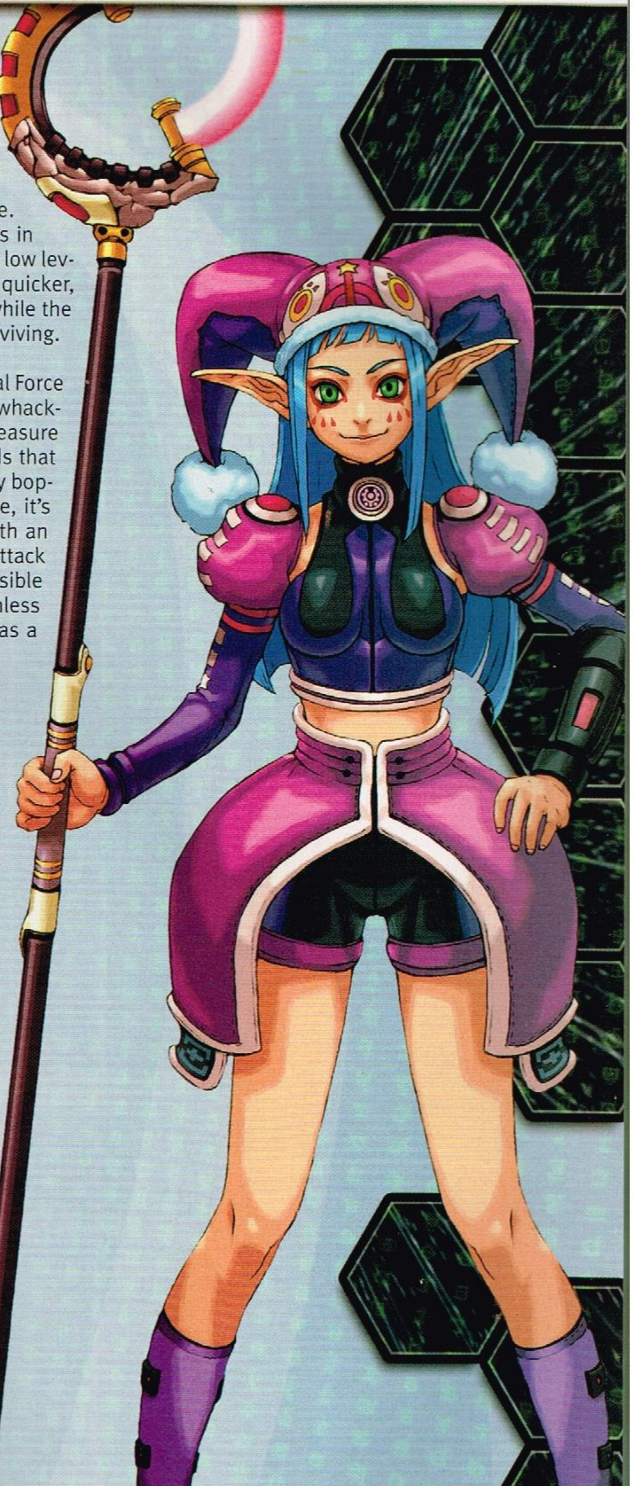
HP 27/27
TP 87/87
Alice

HP 22/36
TP 18/114
Mothmant
Attribute:Native

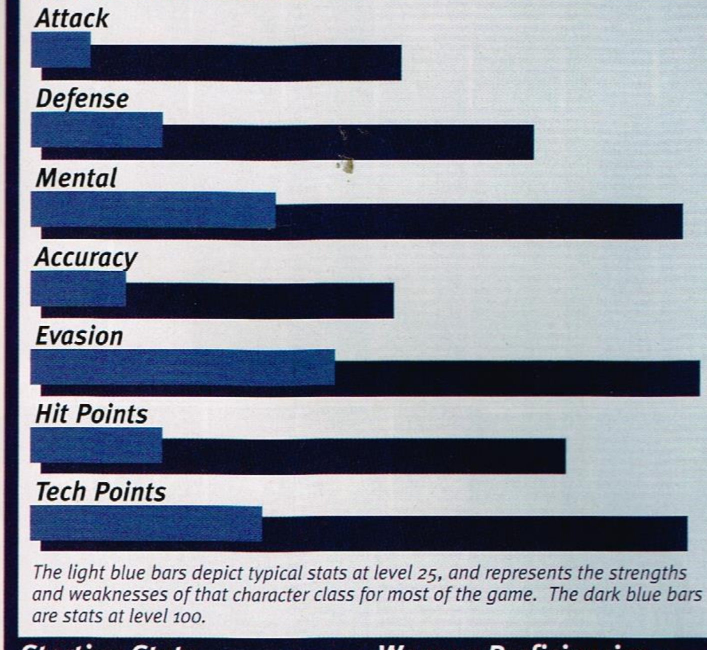
The FOnewearl's powerful technique abilities are second only to the FOnewm's.

STATS: With mental abilities slightly less than FOnewms, FOnewearls are the second best technique users in the game. While they're always a few levels behind the FOnewms in the "MST" stat, they compensate for that with superior Evasion and Defense. They're the two most similar characters in the game, so it's not a big difference: At low levels the Fonewm can learn spells a bit quicker, and they'll be slightly more powerful, while the Fonewearls have a better chance of surviving.

WEAPONS: Early in the game, the typical Force weapons are good for little more than whacking fallen Rappies and breaking open treasure chests. If you're so low on TP and Fluids that you're actually trying to kill an enemy by bopping it on the head with a Rod or Cane, it's time to Telepipe back to Pioneer 2. With an Accuracy score as miserable as their Attack score, neither Guns nor Slicers are feasible at low levels, so stick with Wands unless you can get a Staff or Handgun that has a *really* good special ability.



Typical FOnewearl Stats



The light blue bars depict typical stats at level 25, and represents the strengths and weaknesses of that character class for most of the game. The dark blue bars are stats at level 100.

Starting Stats

HP:	27	**MST:**	58
TP:	87	**ATA:**	61
ATP:	10	**EVP:**	53
DFP:	13	**LCK:**	10

Weapon Proficiencies

Saber
Sword
Dagger
Partisan
Slicer
Handgun
Rifle
Mechgun
Shot
Cane
Rod
Wand

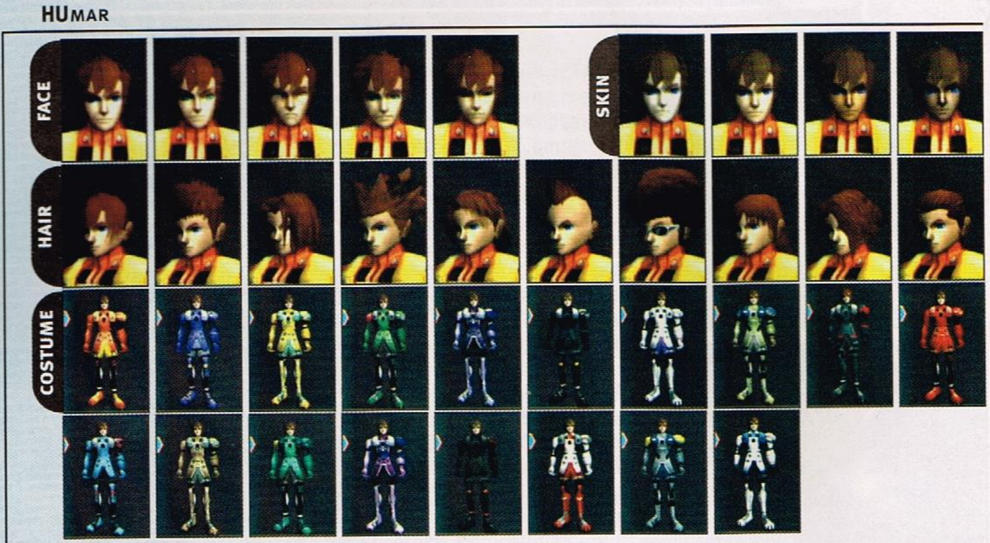
Technique Specialities

Power +30% : Foie, Barta, Zonde
Range x2: Resta, Anti, Megid

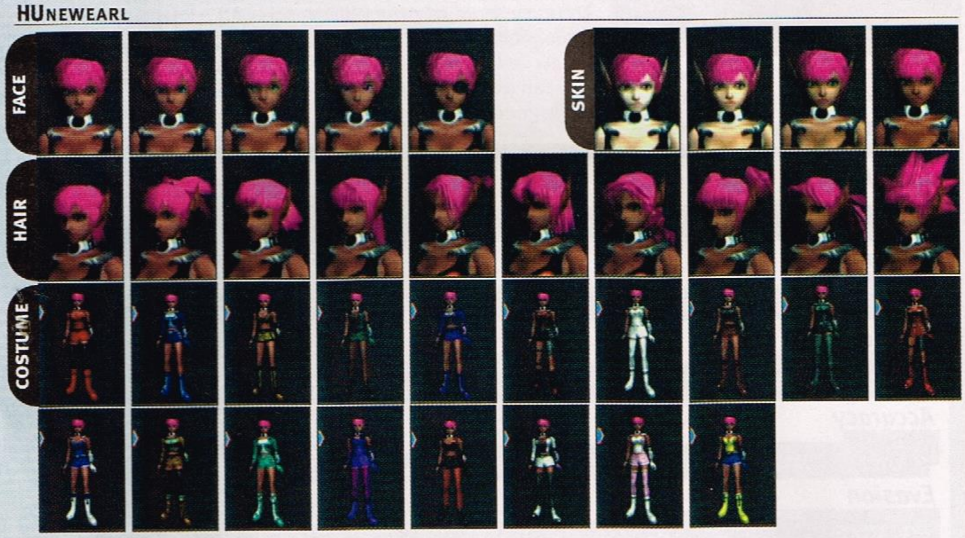
DESIGNING YOUR CHARACTER

After you select your character class you'll need to give your character a name, a face and a costume. If you're playing an android it won't take long, but the rest of the characters have a dizzying array of appearance options. Note that when you change the skin color, many of the faces and costumes change to match, too. By mixing the face type and skin color on the FOnewearl, for example, you can get 20 different make-up options!

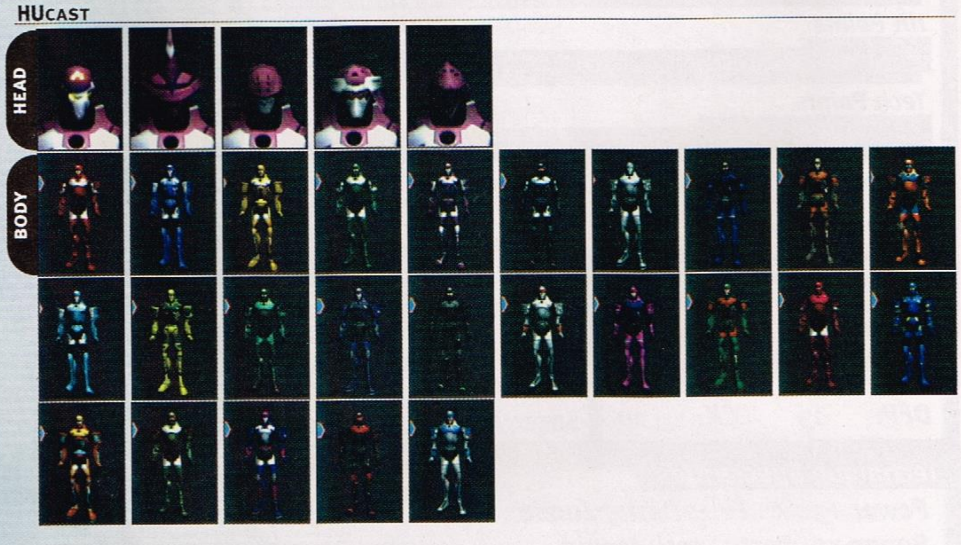
HUmar



HUnewearl



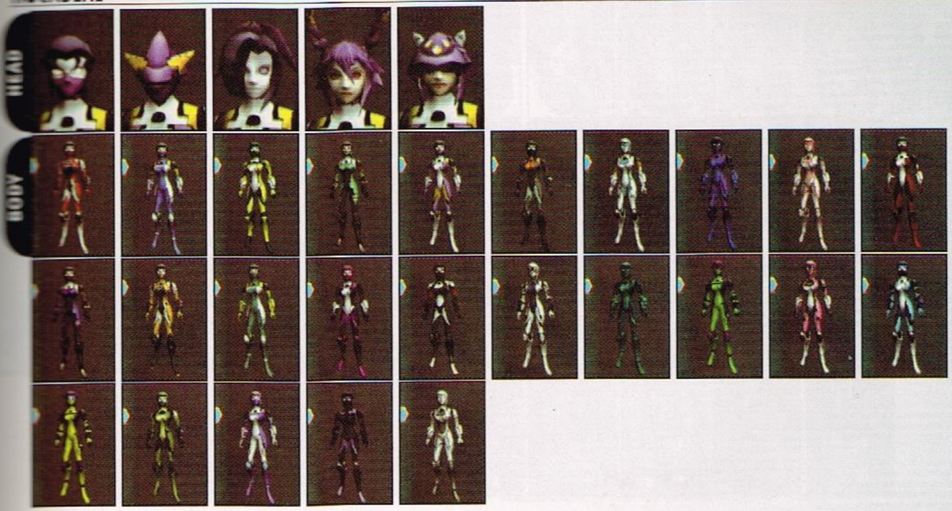
HUcast



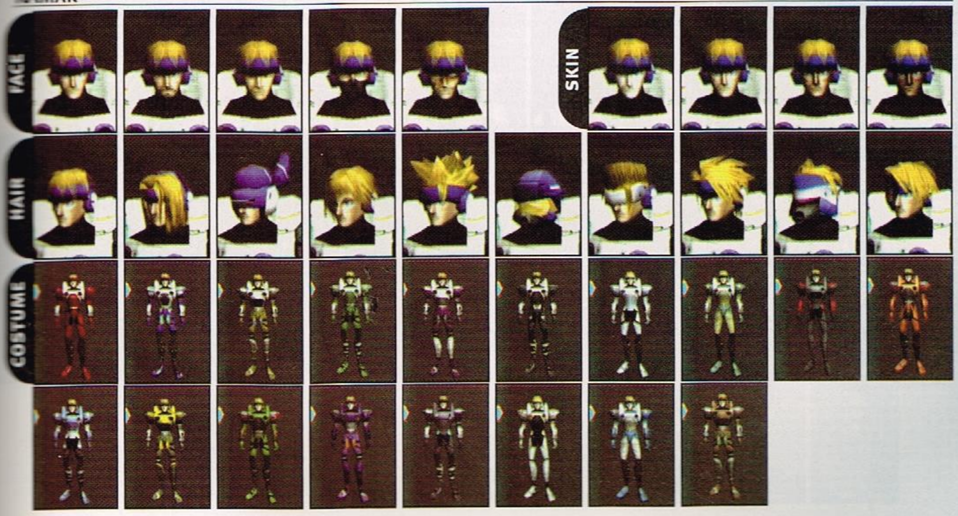
- **The Dressing Room**
If you've got 10,000 Meseta just burning a hole in your virtual pocket, then why not select the "Dressing Room" option when you start up a new game. Once inside, you'll be able to switch your body and hair colors! You can enter as many times as you like at any time during your character's life. *(Note: The 10k needs to be on your character, NOT in the bank.)*

- **Character Proportions**
Another attribute that you'll be able to control is the size of your character's overall build. You can make them short and stocky, tall and lanky, or anything in between.

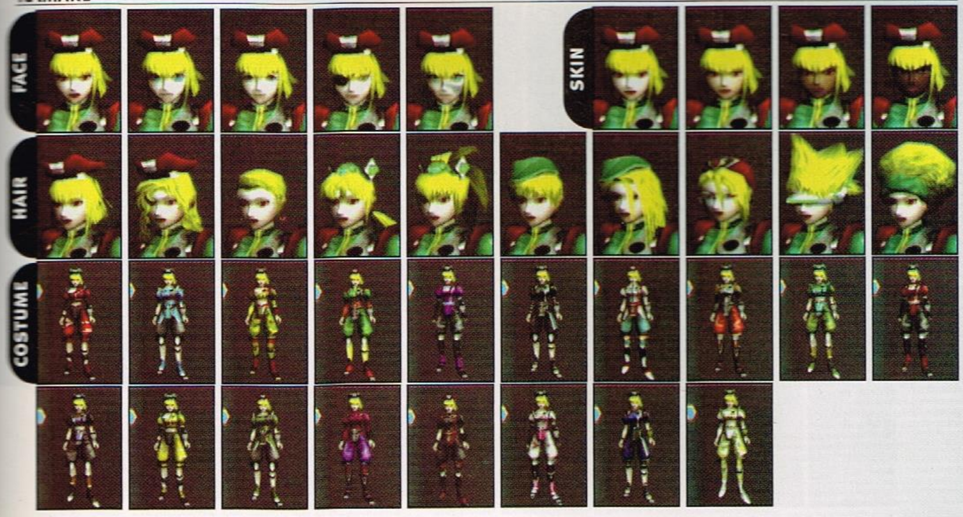
HUCASEAL



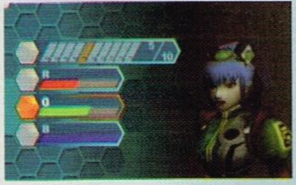
RAMAR


FACE
SKIN
HAIR
COSTUME

RAMARL

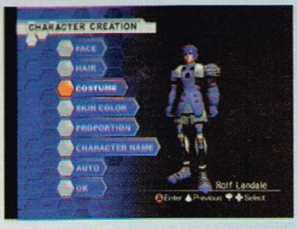

FACE
SKIN
HAIR
COSTUME

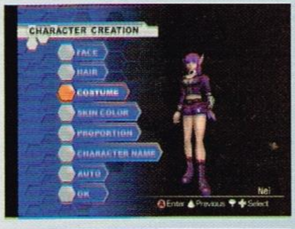
- **Hair Color**
Controlled by the RGB slider in the "Hair" menu, you have a near infinite amount of hair colors to choose from. Almost any color is possible.

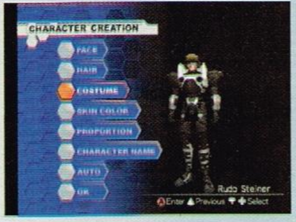


Classic Teams #1

Is PSO not old-school enough for you? Well. make it the Phantasy Star sequel you always dreamed of by recreating the PSII team of Rolf, Rudo, and Nei. The Rudo looks a little rough, but you can easily make a Nei that looks eerily similar to the real thing. The only hard part is getting ahold of a Photon Claw for her to use...

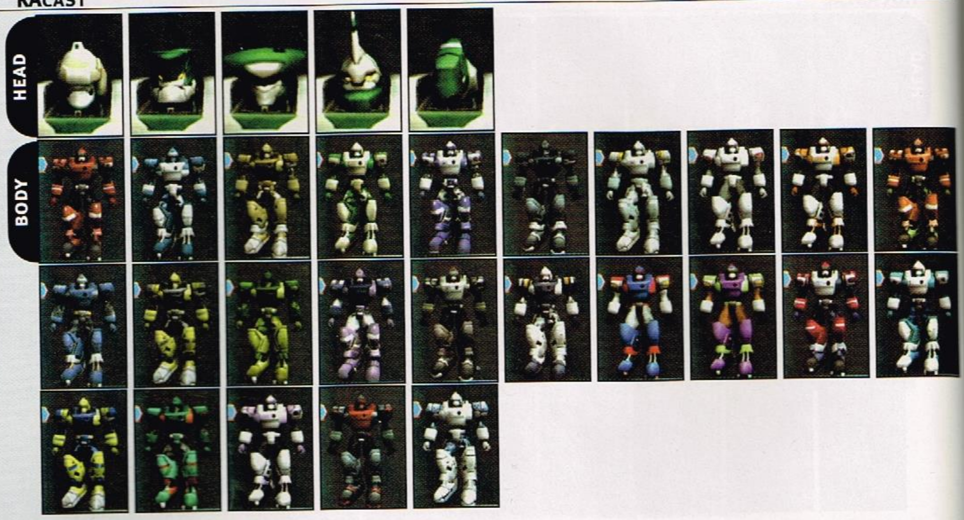

CHARACTER CREATION
FACE
HAIR
COSTUME
SKIN COLOR
PROPORTION
CHARACTER NAME
AUTO
OK
Rolf Landale
Enter Previous Select


CHARACTER CREATION
FACE
HAIR
COSTUME
SKIN COLOR
PROPORTION
CHARACTER NAME
AUTO
OK
Nei
Enter Previous Select

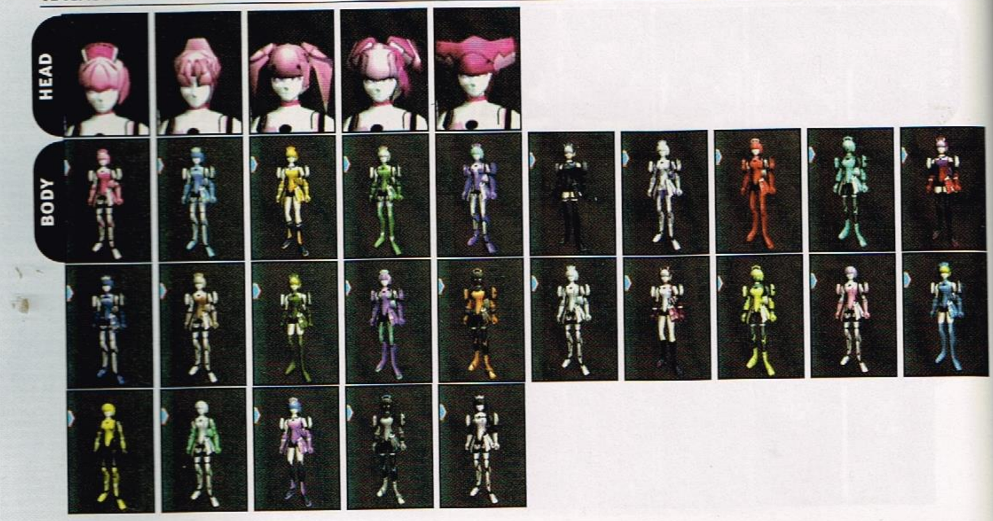

CHARACTER CREATION
FACE
HAIR
COSTUME
SKIN COLOR
PROPORTION
CHARACTER NAME
AUTO
OK
Rudo Steiner
Enter Previous Select

DESIGNING YOUR CHARACTER (CON'T)

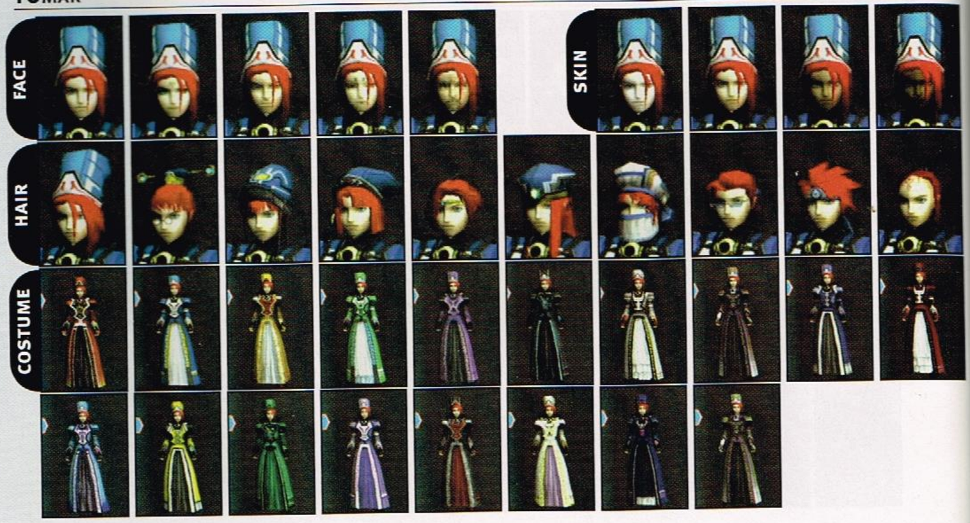
RAcast



RAcaseal

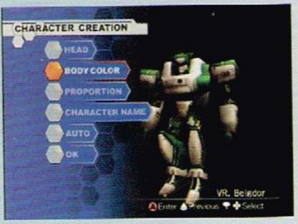


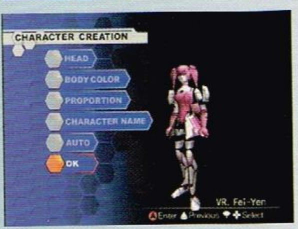
FOmar

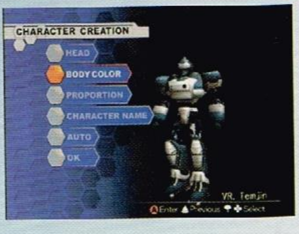

FACE
SKIN
HAIR
COSTUME

Classic Teams #2

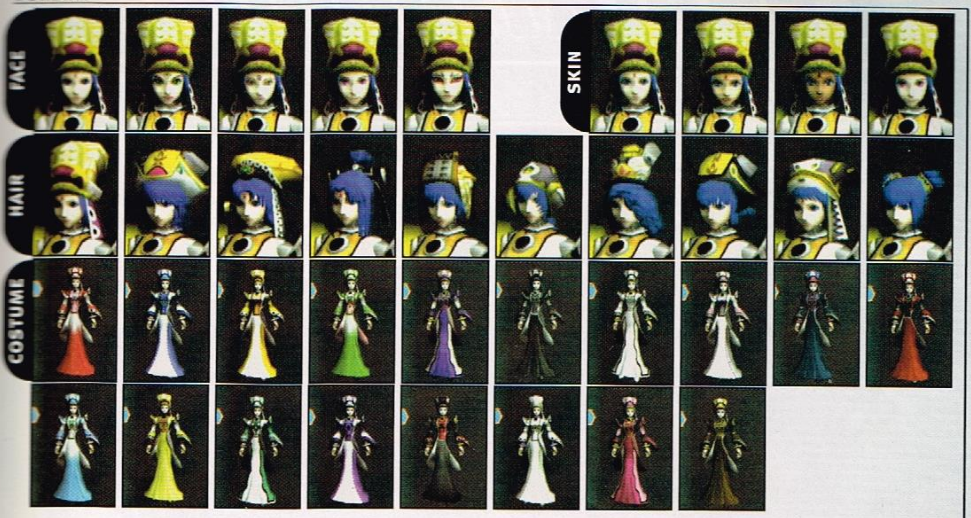
It's Virtual On: The RPG! Fei-Yen is so easy to create out of a RAcaseal that it has to be intentional. To complete the illusion, have Fei-Yen use Machine Guns and Sabers exclusively, and pair her up with some super bulked-out RAcasts and HUcasts. You can make a solid Belgdor, and a decent Temjin.


CHARACTER CREATION
HEAD
BODY COLOR
PROPORTION
CHARACTER NAME
AUTO
OK
VR. Belgdor
Enter Previous Select

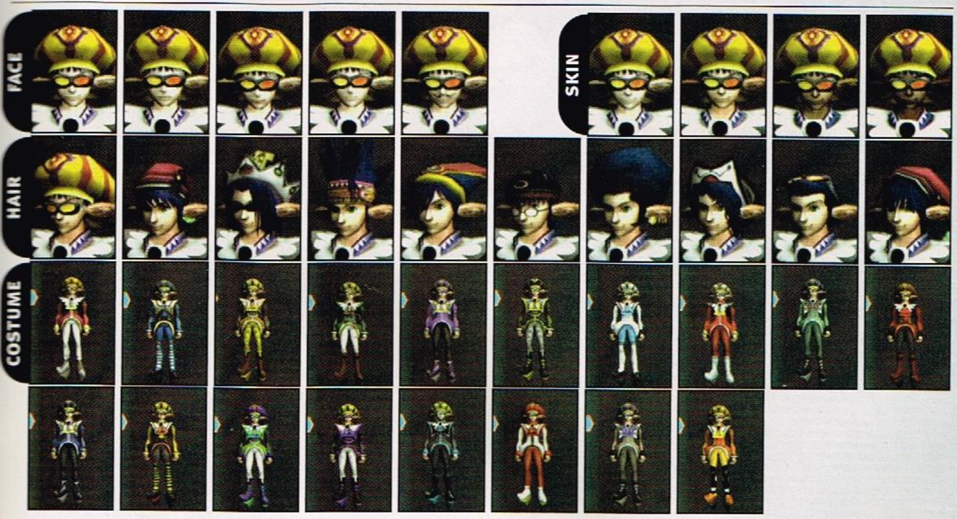

CHARACTER CREATION
HEAD
BODY COLOR
PROPORTION
CHARACTER NAME
AUTO
OK
VR. Fei-Yen
Enter Previous Select


CHARACTER CREATION
HEAD
BODY COLOR
PROPORTION
CHARACTER NAME
AUTO
OK
VR. Temjin
Enter Previous Select

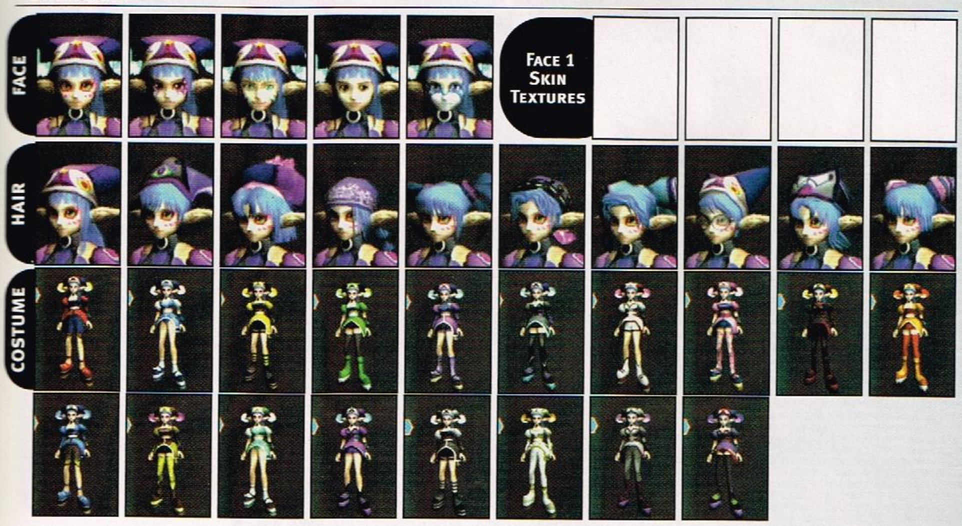
FOmarl


FACE
SKIN
HAIR
COSTUME

FOnewm

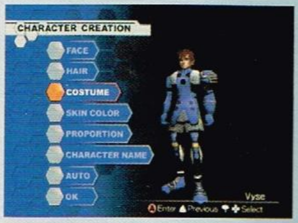

FACE
SKIN
HAIR
COSTUME

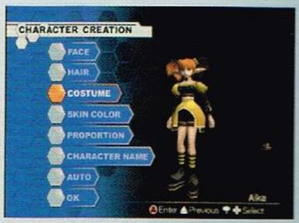
FOnewearl

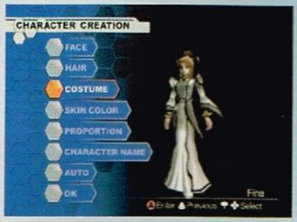

FACE
Face 1 Skin Textures
HAIR
COSTUME

Classic Teams #3

Celebrate Skies of Arcadia Legend's forthcoming release on GameCube by creating the Skies team and playing them online! The FOnewearl Aika is absolutely perfect, especially when she equips a Slicer! There's no patch for HUmars, so Vyse will have to make do with a scar. FOmarl Fina seems a bit older and fancier, but giver her a standard Mag, and she'll look the part.


CHARACTER CREATION
FACE
HAIR
COSTUME
SKIN COLOR
PROPORTION
CHARACTER NAME
AUTO
OK
Vyse
Enter Previous Select


CHARACTER CREATION
FACE
HAIR
COSTUME
SKIN COLOR
PROPORTION
CHARACTER NAME
AUTO
OK
Aika
Enter Previous Select


CHARACTER CREATION
FACE
HAIR
COSTUME
SKIN COLOR
PROPORTION
CHARACTER NAME
AUTO
OK
Fina
Enter Previous Select

PART II

EPISODE I WALKTHROUGH

EXTENSIVE ITEM, ENEMY AND MAP DATA

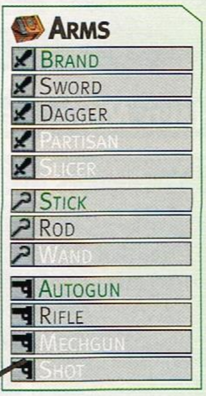
HOW TO USE THIS SECTION

ITEM DATA

Every section begins with a list of the items that can be found in that area. The items are divided into four categories: Tools (stuff that comes in green boxes), Techniques (the contents of the disks that may come in green boxes), Arms (weapons), and Guards (shields, armors, and units). **This data differs slightly for each Section ID**, so the information presented here reflects the average of all Sections IDs. You may find a few weapons or items slightly earlier or later than we predict.

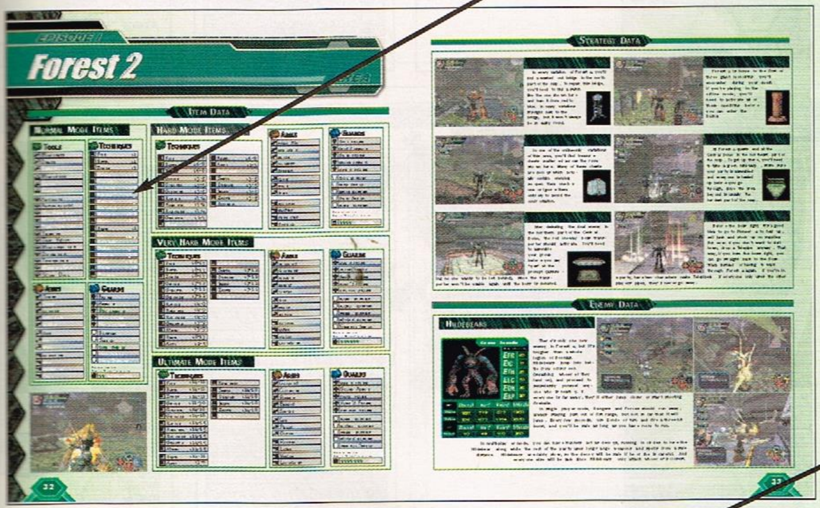
The item lists are color-coded: White items do not appear in this area, while black ones do. Green items appear in this area for the first time. In the lower half of the page, you'll find the same data for Hard and Very Hard modes. Since virtually every Tool appears in all Hard and Very Hard Mode areas, we've omitted the Tool chart from those sections.

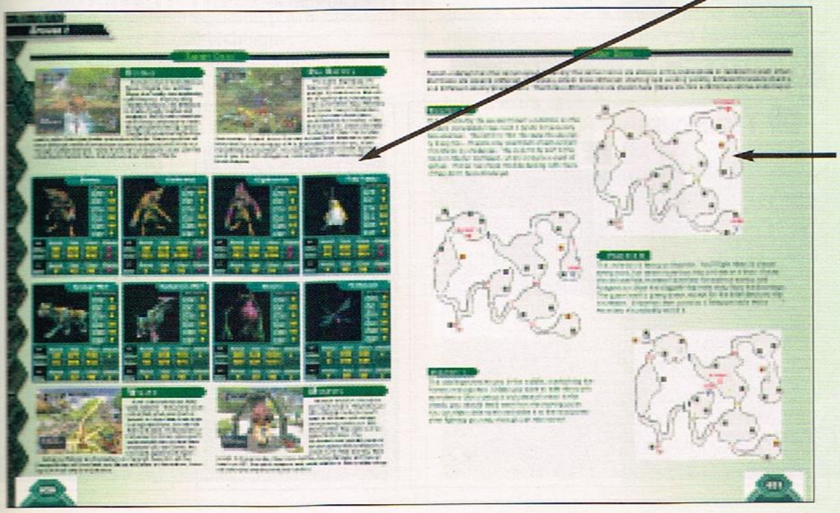
In every area (after the first few), there is a list of five different Armor and Shield units. The one you are most likely to get is in the middle, the ones that are most rare are the first (the weakest) and the last (the strongest) on the list.



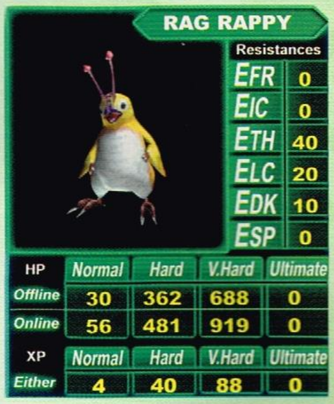
Arms

- Brand
- Sword
- Dagger
- Partisan
- Slicer
- Stick
- Rod
- Wand
- Autogun
- Rifle
- Mechgun
- Shot





ENEMY DATA



RAG RAPPY

Resistances	
EFR	0
EIC	0
ETH	40
ELC	20
EDK	10
ESP	0

HP	Normal	Hard	V.Hard	Ultimate
Offline	30	362	688	0
Online	56	481	919	0

XP	Normal	Hard	V.Hard	Ultimate
Either	4	40	88	0

Each section also has a list of the enemies that can first be found in that area. The boxes list the amount of Hit Points they have in all three modes, online and offline (so the Rappy has a scant 30 in the offline Mode at normal difficulty, but a whopping 919 if you're playing online in Very Hard Mode).

The lower the enemy's Resistance to an element type, the more damage techniques or special attacks of that type will do. **All of the Resistance data is gathered from the Normal Mode.** Resistances do go up in harder difficulty modes, but this usually does not affect strategy. For example, the Rappy's Thunder Resistance is much higher in later modes, but Fire and Ice are not. So Fire and Ice will always be the way to go.

THE SIX RESISTANCES ARE:

EFR: Resistance to Fire (Foie)
EIC: Resistance to Ice (Barta)
ETH: Resistance to Thunder (Zonde)
ELT: Resistance to Light (Grants)
EDK: Resistance to Dark (Megid)
ESP: Resistance to certain weapon abilities, like Dim, Panic, Hold, etc.

MAP DATA

Every time you play PSO, one of a number of maps for each area are selected at random. At the end of each section, we've printed all of the maps that appear in offline play. **The few that are exclusive to online play are not shown here.** The maps should be simple to read: Red and white doors can only be unlocked by killing all the enemies, while black doors are always open. Doors that are filled with a solid color can only be opened by hitting a switch of that color. All the terminals and laser barriers are color-coded, and the chests are condensed into one icon: Grey for chests with random contents, Brown for chests with fixed contents.

Forest 1 AREA

ITEM DATA

NORMAL MODE ITEMS

TOOLS

- MONOMATE
- DIMATE
- TRIMATE
- MONOFLUID
- DIFLUID
- TRIFLUID
- ANTIDOTE
- ANTIPARALYSIS
- SOL ATOMIZER
- MOON ATOMIZER
- STAR ATOMIZER
- TELEPIPE
- TRAP VISION
- MONOGRINDER
- DIGRINDER
- TRIGRINDER
- MATERIAL (MISC.)
- SCAPE DOLL

TECHNIQUES

FOIE	L1
BARTA	L1
ZONDE	L1
GIFOIE	L2-6
GIBARTA	L2-6
GIZONDE	L2-6
RAFOIE	L1-3
RABARTA	L1-3
RAZONDE	L1-3
GRANTS	L1-2
MEGID	L1-2
RESTA	L1
ANTI	L4-9
REVERSER	
SHIFTA	L3-6
DEBAND	L3-6
JELLEN	L2-6
ZALURE	L2-6
RYUKER	

ARMS

- SABER
- SWORD
- DAGGER
- PARTISAN
- SLICER
- CANE
- ROD
- WAND
- HANDGUN
- RIFLE
- MECHGUN
- SHOT

GUARDS

- FRAME
- ARMOR
- PSY ARMOR
- GIGA FRAME
- SOUL FRAME
- BARRIER
- SHIELD
- CORE SHIELD
- GIGA SHIELD
- SOUL BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

☆☆☆☆☆☆☆☆☆☆

Handgun 84
Handgun 80
Saber 117
Handgun 80
Saber 117
Frame 180
Frame 37

Item Quantity 1
99 Meseta
What do you want to sell?

ATP : 57→ 51
DFP : 35→ 35
MST : 88→ 88
ATA : 103→ 89
EVP : 112→ 112
LCK : 10→ 10
ATA Needed: 68(63)

HARD MODE ITEMS

TECHNIQUES

FOIE	L6-8	RESTA	L6-8
BARTA	L6-8	ANTI	L1-3
ZONDE	L6-8	REVERSER	
GIFOIE	L3-5	SHIFTA	L3-5
GIBARTA	L3-5	DEBAND	L3-5
GIZONDE	L3-5	JELLEN	L3-5
RAFOIE	L2-4	ZALURE	L3-5
RABARTA	L2-4	RYUKER	
RAZONDE	L2-4		
GRANTS	L2-6		
MEGID	L2-4		

ARMS

- PALLASCH
- BREAKER
- BLADE
- HALBERT
- SPINNER
- CLUB
- POLE
- STAFF
- RAILGUN
- BLASTER
- REPEATER
- SPREAD

GUARDS

- GIGA FRAME
- SOUL FRAME
- CROSS FRAME
- SOLID FRAME
- BRAVE FRAME
- GIGA SHIELD
- SOUL BARRIER
- HARD SHIELD
- BRAVE BARRIER
- SOLID SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★☆☆☆☆☆☆

VERY HARD MODE ITEMS

TECHNIQUES

FOIE	L8-13	REVERSER	
BARTA	L8-13	SHIFTA	L6-12
ZONDE	L8-13	DEBAND	L6-12
GIFOIE	L6-12	JELLEN	L6-12
GIBARTA	L6-12	ZALURE	L6-12
GIZONDE	L6-12	RYUKER	
RAFOIE	L4-9		
RABARTA	L4-9		
RAZONDE	L4-9		
GRANTS	L3-9		
MEGID	L3-9		
RESTA	L9-13		
ANTI	L2-5		

ARMS

- GLADIUS
- CLAYMORE
- RIPPER
- BERDYS
- SAWCER
- CLUB
- PILLAR
- BATON
- RAYGUN
- LASER
- VULCAN
- LAUNCHER

GUARDS

- BRAVE ARMOR
- HYPER FRAME
- GRAND ARMOR
- SHOCK FRAME
- KING'S FRAME
- SOLID SHIELD
- FLAME BARRIER
- PLASMA BARRIER
- FREEZE BARRIER
- PSYCHIC BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★★☆☆☆☆

ULTIMATE MODE ITEMS

TECHNIQUES

FOIE	L13-18	REVERSER	
BARTA	L13-18	SHIFTA	L13-16
ZONDE	L13-18	DEBAND	L13-16
GIFOIE	L3-16	JELLEN	L13-16
GIBARTA	L13-16	ZALURE	L13-16
GIZONDE	L13-16	RYUKER	
RAFOIE	L13-14		
RABARTA	L13-14		
RAZONDE	L13-14		
GRANTS	L13-14		
MEGID	L13-14		
RESTA	L13-18		
ANTI	L3-6		

ARMS

- GLADIUS
- CLAYMORE
- RIPPER
- BERDYS
- SAWCER
- CLUB
- PILLAR
- BATON
- RAYGUN
- LASER
- VULCAN
- LAUNCHER

GUARDS

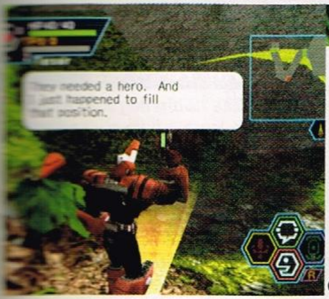
- BRAVE ARMOR
- HYPER ARMOR
- GRAND ARMOR
- SHOCK ARMOR
- KING'S FRAME
- SOLID SHIELD
- FLAME SHIELD
- PLASMA SHIELD
- FREEZE SHIELD
- PSYCHIC SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★★★★☆☆

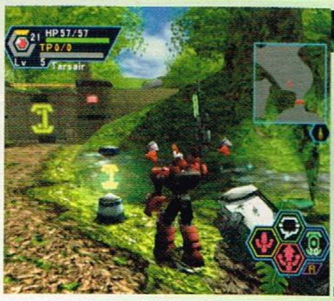
STRATEGY DATA

MESSAGE PACKS


They needed a hero. And I just happened to fill that position.

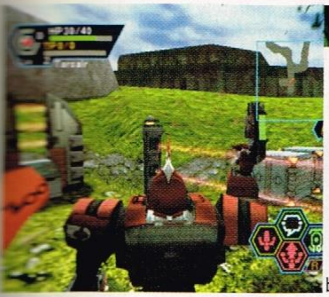
Your guide through PSO's main quest is none other than the Red Ring Rico that everyone in town can't stop babbling about. To read her research notes and simple combat tips, you'll need to kill all the enemies in rooms where you find her small orange message packs on the floor.

GATES & SWITCHES



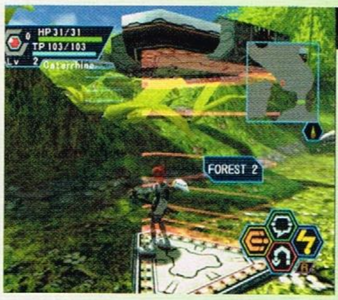
There are two types of door locks in the Forest area: One kind won't open until you kill all the enemies, and the other won't open until you find and hit a circular switch like the one shown to the right. The color and symbol on the switch will always match the door it opens.

LASER BARRIERS



One obstacle you'll see in this area is the laser barriers that often get between you and your hard-earned treasure. To deactivate these barriers, you'll need to find a terminal with the same color beams. Simply deactivate the terminal, and the barrier goes too.

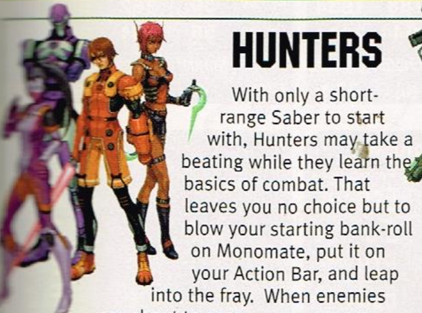
TRANSPORTERS



Your journeys always begin at the blue transporter from Pioneer 2, and end at the red transporter that leads to the next area. No switches or terminals in Forest 1 affect anything in Forest 2, so once you find the transporter, you can take it whenever you're ready.

STRATEGY BY CLASS

HUNTERS

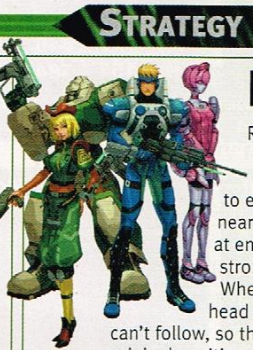


With only a short-range Saber to start with, Hunters may take a beating while they learn the basics of combat. That leaves you no choice but to blow your starting bank-roll on Monomate, put it on your Action Bar, and leap into the fray. When enemies are about to gang up on you, run back to a safe room, wait for them to start to return to their starting locations, and hack 'em in the back. When you get enough cash, HUmars and HUnewearls should buy a nice long-range Foie or Zonde technique.

Other good purchases include a quality Barrier (if you can't find a freebie), and lots of treats for your Mag. As soon as it hits level 10, you can start using those nifty Photon Blasts.

HP 54/54
TP 42/42
Lv 3
Platyrrhine
Booma
Attribute:Native

RANGERS

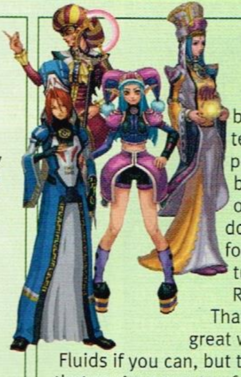


Rangers will have the easiest time getting started. The trick is to enter a new room, stay near the doorway, and fire at enemies with weak-strong-strong combos. When they get close, just head out the door. They can't follow, so they'll return to their original positions, giving you a nice opportunity to pop back in and shoot 'em down. Use this cheesy little trick to level up a bit, and soon you'll be strong enough to survive in close-quarters combat against enemies who aren't so easily fooled.

RAcaseals and RAcasts don't need money for techniques or Fluids, so they should be earning lots of extra cash. Use it to save up for a Rifle, or buy extra supplies and feed your Mag religiously.

HP 22/33
TP 0/0
Lv 1
Tarsair
Booma
Attribute:Native

FORCES



Forces start with Foie, but no other spells and techniques. Your Cane is pretty worthless in combat, so only use it to finish off enemies who are going down in one hit, against foes whose backs are turned, or weaklings like Rappies or Mothmants. That leaves Foie, which is great while your TP lasts. Buy Fluids if you can, but the Forest is small enough that you're never too far away from the transporter. The Medical Center is only 10 meseta, and you'll need to save as much cash as possible for Technique Disks and Fluids.

When you have the cash for another disk, pick up Zonde. Its auto-targeting is great against quick enemies like Wolves and Mothmants.

HP 20/31
TP 24/100
Lv 2
Catarrhine

ENEMY DATA

HP 26/40
TP 94/124
Lv 4 Catarrhine
Booma
Attribute:Native

BOOMAS

Boomas come in three delicious flavors: Original, Go, and Gigo (Gigos don't really start appearing until Forest 2). If you're using standard weapons, the difference is simple: Tough, tougher, and toughest. But it's more complicated for Forces, who need to match the right spell to the right beast. Standard Boomas are highly flammable, while Goboomas prefer a nice shot of Zonde. Barta is good for all three (although vanilla Boomas have a partial resistance) since it can cut through multiple enemies. Gutsy Forces can run around in circles until the whole herd is behind them, then let loose a few waves of Barta.

HP 31/31
TP 52/100
Lv 2 Catarrhine

RAG RAPPIES

The noble Rag Rappy: It's hairy, soft, cute, so lovely and pretty! It's hard not to feel a little bit guilty about beating the crap out of these fuzzy Phantasy Star series mascot characters, but if you want their items, you'll have to do it twice. After the initial K.O., watch over their bodies until they rise to make their escape. Smack 'em on the way out and their treasure is yours. Note that if you hit a Rappy with a gun before it notices you, it will immediately turn and bolt. You won't get any items or EXP, but it's a good way to avoid a dangerous confrontation with super-tough Hard mode Rappies.

Booma

Resistances	
EFR	0
EIC	15
ETH	10
ELC	20
EDK	10
ESP	0

HP	Normal	Hard	V.Hard	Ultimate
Offline	60	393	725	1556
Online	92	520	966	2334

XP	Normal	Hard	V.Hard	Ultimate
Either	5	42	90	260

Gobooma

Resistances	
EFR	30
EIC	0
ETH	0
ELC	20
EDK	10
ESP	0

HP	Normal	Hard	V.Hard	Ultimate
Offline	85	419	756	1700
Online	122	552	1005	2250

XP	Normal	Hard	V.Hard	Ultimate
Either	6	43	92	264

Gigobooma

Resistances	
EFR	30
EIC	0
ETH	10
ELC	20
EDK	15
ESP	0

HP	Normal	Hard	V.Hard	Ultimate
Offline	110	446	788	1534
Online	152	584	1044	2301

XP	Normal	Hard	V.Hard	Ultimate
Either	7	45	94	268

Rag Rappy

Resistances	
EFR	0
EIC	0
ETH	40
ELC	20
EDK	10
ESP	0

HP	Normal	Hard	V.Hard	Ultimate
Offline	30	362	688	1309
Online	56	481	919	1964

XP	Normal	Hard	V.Hard	Ultimate
Either	4	40	88	256

Savage Wolf

Resistances	
EFR	0
EIC	40
ETH	0
ELC	20
EDK	10
ESP	5

HP	Normal	Hard	V.Hard	Ultimate
Offline	45	377	706	1533
Online	74	500	943	2300

XP	Normal	Hard	V.Hard	Ultimate
Either	5	42	90	260

Barbarous Wolf

Resistances	
EFR	0
EIC	50
ETH	0
ELC	20
EDK	15
ESP	5

HP	Normal	Hard	V.Hard	Ultimate
Offline	65	398	731	1564
Online	98	526	974	2346

XP	Normal	Hard	V.Hard	Ultimate
Either	7	45	94	268

Monest

Resistances	
EFR	0
EIC	20
ETH	0
ELC	20
EDK	10
ESP	0

HP	Normal	Hard	V.Hard	Ultimate
Offline	300	645	1025	1931
Online	380	827	1341	2897

XP	Normal	Hard	V.Hard	Ultimate
Either	6	43	92	264

Mothmant

Resistances	
EFR	0
EIC	10
ETH	0
ELC	20
EDK	10
ESP	0

HP	Normal	Hard	V.Hard	Ultimate
Offline	8	200	480	950
Online	8	200	480	1500

XP	Normal	Hard	V.Hard	Ultimate
Either	1	36	82	140

HP 49/59
TP 127/183
Lv 7
0'18"29
Savage Wolf
Attribute:Native

WOLVES

Both of the wolves are fairly weak enemies. They pretty much only attack when your back is turned, so if you keep them from circling behind you, you can kill them with ease. They're particularly easy for Forces, since you'll automatically turn to face them whenever you cast Zonde, the best spell against both types.

Barbarous Wolves are the leaders, so if you kill them first, all the Savage Wolves will howl and cast Zalure and Jellen on themselves, lowering both their attack and defense.

HP 42/48
TP 35/35
Lv 2 Platyrrhine
33
Monest
Attribute:Native

MONESTS

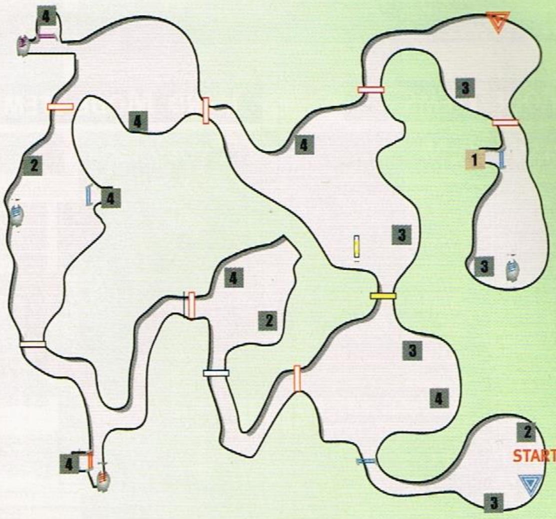
Monests are a lot of work for not much reward. They have 300 HP in Normal mode, but you'll want to kill them with strong-strong-strong combos or Foie blasts before they spew out too many Mothmants. The Mothmants are typically more of an annoyance than a threat, but watch out in Hard and Very Hard mode! In those modes, they come quickly, do big damage, and have at least 200 HP. Use quick weapons and weak attacks or their sudden stings can seriously interfere with your combos.

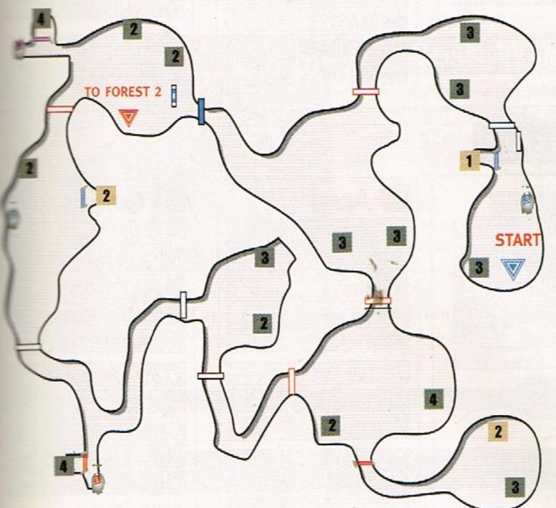
MAP DATA

Forest 1 always has the same layout, meaning the same rooms are always in the same place in relation to each other. But there are several different variations, which have different starting and ending points, different treasure chests, and different enemy placements. The three offline maps are shown here (there are two additional online-only maps).

VARIATION A

This is probably the easiest Forest 1 variation, as the route is completely linear and it tends to have very few enemies. The catch is that the rewards are pretty lousy too... There's only one Brown chest, and all it contains is a Telepipe. The only tricky part is the room in the far northeast, which contains a pack of wolves. Forces may have trouble dealing with them if they don't have Zonde yet.



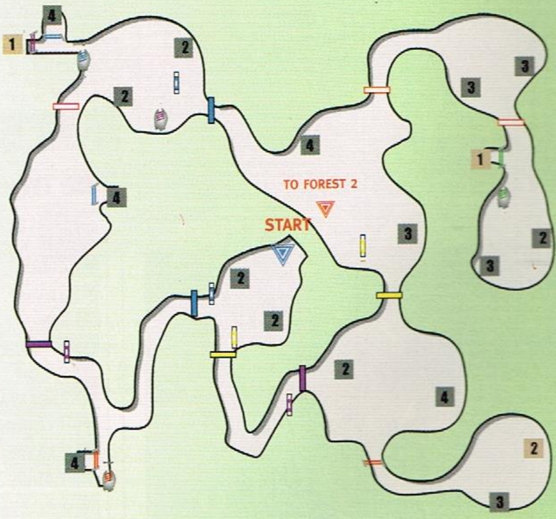


VARIATION B

This variation is heavy on Boomas. You'll fight them in almost every room, but never more than two or three at a time. Forces should use Foie, Hunters have their hit-and-run tactics, and Rangers can blow the sluggish dog-men away from the doorways. The quest itself is pretty direct, except for the brief detour to the southeast. Since the chest contains a Telepipe and a Moon Atomizer, it's probably worth it.

VARIATION C

This odd layout starts you in the middle, overlooking the Forest 2 transporter. Unless you want to take the southeast detour (for a weapon and piece of armor in the chest), you should head west from the starting point. You can then circle north and make it to the transporter after fighting your way through just two rooms!



EPISODE I

Forest 2

AREA

ITEM DATA

NORMAL MODE ITEMS

TOOLS

- Monomate
- Dimate
- Trimate

- Monofluid
- Difluid
- Trifluid

- Antidote
- Antiparalysis
- Sol Atomizer
- Moon Atomizer
- Star Atomizer
- Telepipe
- Trap Vision
- Monogrinder
- Digrinder
- Trigrinder
- Material (misc.)
- Scape Doll

TECHNIQUES

Foie	L1
Barta	L1
Zonde	L1
Gifoie	L2-6
Gibarta	L2-6
Gizonde	L2-6
Rafoie	L1-3
Rabarta	L1-3
Razonde	L1-3
Grants	L1-2
Megid	L1-2
Resta	L1
Anti	L4-9
Reverser	
Shifta	L3-6
Deband	L3-6
Jellen	L2-6
Zalure	L2-6
Ryuker	

ARMS

- Saber
- sword
- dagger
- partisan
- slicer

- cane
- rod
- wand

- handgun
- rifle
- mechgun
- shot

GUARDS

- Frame
- Armor
- Psy armor
- giga frame
- soul frame

- Barrier
- Shield
- core shield
- giga shield
- soul Barrier

Average level of Armor "Units" in this area:

☆☆☆☆☆☆☆☆☆☆

0
HP 62/62
TP 48/48
Lv 4
Platyrrhine

HARD MODE ITEMS

TECHNIQUES

Foie	L6-8
Barta	L6-8
Zonde	L6-8
Gifoie	L3-5
Gibarta	L3-5
Gizonde	L3-5
Rafoie	L3-4
Rabarta	L3-4
Razonde	L3-4
Grants	L2-3
Megid	L2-4
Resta	L6-8
Anti	L1-3
Reverser	
Shifta	L3-5
Deband	L3-5
Jellen	L3-5
Zalure	L3-5
Ryuker	

ARMS

- PALLASCH
- BREAKER
- BLADE
- HALBERT
- SPINNER

- CLUB
- POLE
- STAFF

- RAILGUN
- BLASTER
- REPEATER
- SPREAD

GUARDS

- SOUL FRAME
- CROSS ARMOR
- SOLID FRAME
- BRAVE ARMOR
- HYPER FRAME

- SOUL BARRIER
- HARD SHIELD
- BRAVE BARRIER
- SOLID SHIELD
- FLAME BARRIER

Average level of Armor "Units" in this area:

★★★★☆☆☆☆☆☆

VERY HARD MODE ITEMS

TECHNIQUES

Foie	L8-13
Barta	L8-13
Zonde	L8-13
Gifoie	L7-12
Gibarta	L7-12
Gizonde	L7-12
Rafoie	L4-9
Rabarta	L4-9
Razonde	L4-9
Grants	L3-9
Megid	L3-9
Resta	L8-13
Anti	L2-5
Reverser	
Shifta	L7-12
Deband	L7-12
Jellen	L7-12
Zalure	L7-12
Ryuker	

ARMS

- GLADIUS
- CLAYMORE
- RIPPER
- BERDYS
- SAWCER

- CLUB
- PILLAR
- BATON

- RAYGUN
- LASER
- VULCAN
- LAUNCHER

GUARDS

- HYPER FRAME
- GRAND ARMOR
- SHOCK FRAME
- KING'S FRAME
- DRAGON FRAME

- FLAME BARRIER
- PLASMA BARRIER
- FREEZE BARRIER
- PSYCHIC BARRIER
- General Shield

Average level of Armor "Units" in this area:

★★★★★★☆☆☆☆

ULTIMATE MODE ITEMS

TECHNIQUES

Foie	L14-21
Barta	L14-21
Zonde	L14-21
Gifoie	L14-18
Gibarta	L14-18
Gizonde	L14-18
Rafoie	L14-15
Rabarta	L14-15
Razonde	L14-15
Grants	L14-15
Megid	L14-15
Resta	L14-21
Anti	L3-6
Reverser	
Shifta	L14-18
Deband	L14-18
Jellen	L14-18
Zalure	L14-18
Ryuker	

ARMS

- Gladius
- Claymore
- Ripper
- Berdys
- Sawcer

- Club
- Pillar
- Baton

- Raygun
- Laser
- Vulcan
- Launcher

GUARDS

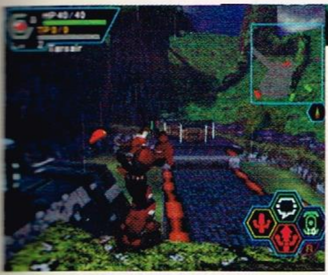
- HYPER FRAME
- Grand Armor
- SHOCK FRAME
- King's Frame
- DRAGON FRAME

- FLAME BARRIER
- PLASMA BARRIER
- FREEZE BARRIER
- PSYCHIC BARRIER
- GENERAL Shield

Average level of Armor "Units" in this area:

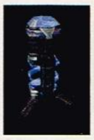
★★★★★★★★☆☆

STRATEGY DATA


HP 40/40
TP 0/0
Tarsair

THE BROKEN BRIDGE

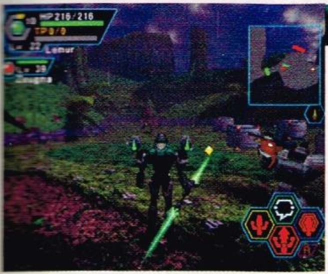
In every variation of Forest 2, you'll find a washed out bridge in the north part of the map. To repair this bridge, you'll need to find a switch like the one shown here and turn it from red to blue. In many variations it's right next to the bridge, but it won't always be so easily found.



HP 30/46
TP 0/0
Lv 3
Tarsair

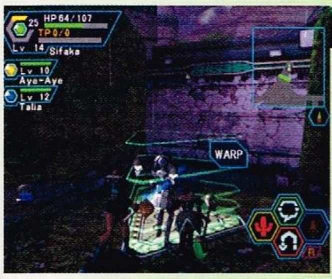
MONOLITHS

Forest 2 is home to the first of three giant monoliths you'll encounter during your quest.


HP 216/216
TP 0/0
Lv 22
Lemur

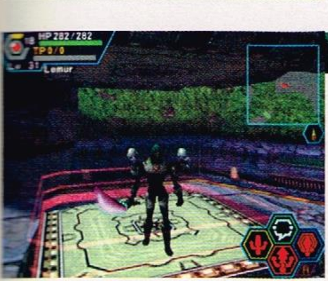
DUMMY CHESTS

In one of the online-only variations of this area, you'll find treasure chests scattered across the room shown here. Many of these chests are decoys which actually contain enemies, so open them one-by-one or ignore them entirely to avoid the confrontation.


HP 64/107
TP 0/0
Lv 14
Sifaka
Lv 10
Aye-Aye
Lv 12
Talia
WARP

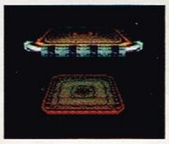
MINI-WARPS

All Forest 2 quests end at the Central Dome in the northeast part of the map. To get up there, you'll need to take a green mini-warp. Make sure your party is assembled and everyone is healed up before you go through, since the area beyond is usually the hardest part of the map.


HP 282/282
TP 0/0
Lv 31
Lemur

THE BOSS WARP

After defeating the final enemy in the northern part of the Central Dome, the red one-way boss transporter should activate. You'll need to assemble your group before you say "yes" at the prompt (assuming no one wants to be left behind), since the transporter won't be usable again until the boss is defeated.



HP 224/224
TP 0/0
Lv 23
Lemur
Lv 39
Zougma

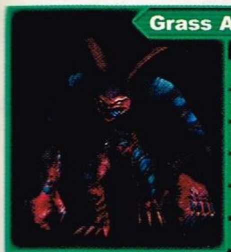
TELEPIPE TRICKS

Before the boss fight, it's a good idea to go to Pioneer 2 to heal up, sell junk and stock up on supplies. But even if you don't want to visit town, drop a Telepipe anyway. That way, if you lose the boss fight, you can go straight back to the Boss Warp instead of having to walk through Forest 2 again. If you're in a party, have two characters make Telepipes. If everyone only uses the other players' pipes, they'll never go away.

ENEMY DATA

HILDEBEARS

Grass Asassin



Resistances	
EFR	60
EIC	0
ETH	25
ELC	50
EDK	28
ESP	20

HP	Normal	Hard	V.Hard	Ultimate
Offline	180	519	875	1900
Online	236	673	1154	2850

XP	Normal	Hard	V.Hard	Ultimate
Either	10	49	100	280

There's only one new enemy in Forest 2, but it's tougher than a whole legion of Boomas. Hildebears jump into battle from off-screen (smashing whoever they land on), and proceed to senselessly pummel anyone who is nearby. If everyone is far away, they'll either jump closer or start shooting fireballs.

In single player mode, Rangers and Forces should run away, always staying just out of fist range, but not so far that it will jump. Every few seconds, use Zonde or turn and fire a three-hit burst, and you'll be safe as long as you have room to run.

In multi-player mode, you can have Hunters act as decoys, running in circles to lure the Hildebear along while the rest of the party uses long-range weapons and spells from a safe distance. Hildebears are fairly slow, so the decoy will be safe if he or she is careful. And everyone else will be safe since Hildebears only attack whoever's closest.

HP 25/85
TP 0/0
Lv 10
Sifaka
Lv 3
Nero
Lv 5
Aye-Aye
Lv 4
Talia
Gigobooma
Attribute:Native

HP 15/36
TP 84/114
Lv 3
Catarrhine
Hildebear
Attribute:Native

HP 212/212
TP 79/717
Lv 37
Loris
Lv 58
Vaneyl
Lv 47
Zougma
Lv 35
Nero
Hildebear
Attribute:Native

BOSS DATA

This boss isn't as tough as the ones that follow, but its variety of attacks will definitely keep you on your toes. When it's on the ground, you need to worry about its man-crushing feet and the arc of flaming breath that can hit anything within about 1200 in front of it. When it's in the air, you'll need to be ready to dodge spreads of three fireballs (#1).

Fortunately, the Dragon can't target characters that are too close, so stick near its shadow. But never linger directly underneath, or you'll be vulnerable to the shockwave that hits when it drops back to earth (#2).

When you aren't running for your life, you'll need to get in as much damage as you can. You can hit it anywhere on its body in Normal mode, so Hunters should lay into the feet (#3) while Rangers take aim at its especially vulnerable head. Do enough damage to the Dragon and the head will drop so everyone can get a crack at it.

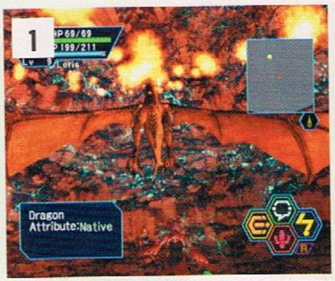
When it's about halfway dead, the Dragon will burrow into the earth. When underground, it will rapidly tunnel from side to side three times, doing serious damage to anyone in its path. It can't change direction early in this attack, so the safest place to hide is near the point where each tunnel begins. Watch your radar, then dash to the side where the last attack terminated and hug the walls. Never end up at the opposite wall or in the middle, or you'll get nailed (#4).

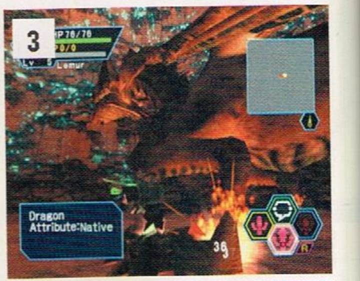
After three of these burrowing attacks, it'll blast back up and you'll be able to hit it again. But watch out for the holes where it entered and left the earth, 'cause the magma won't cool until the boss has breathed its last.

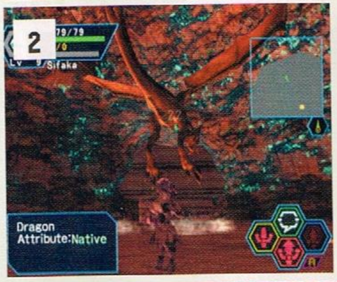
Dragon

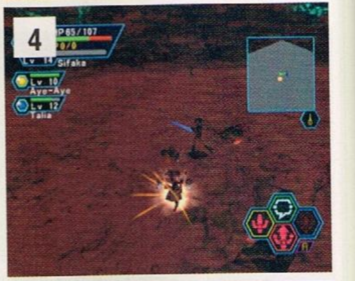
Resistances	
EFR	90
EIC	20
ETH	80
ELC	60
EDK	100
ESP	100

HP	Normal	Hard	V.Hard	Ultimate
Offline	1300	2200	4500	9500
Online	1800	4300	8500	16500
XP	**Normal**	**Hard**	**V.Hard**	**Ultimate**
Either	350	2000	5000	12100









HUNTERS

In Normal mode, skilled Hunters can take down the Dragon at levels as low as 4. Just get good at dodging, and tear into its feet (and head, when that drops) with your most powerful weapon. However, in Hard and Very Hard mode, regular attacks won't hurt its feet. You can use Gibarta, but the best trick is to use Draw weapons to simply suck the life from any part of its body!

HP 224/224
TP 0/0
Lv 23 Lemur
Lv 39 Zeugma
Dragon
Attribute:Native

RANGERS

Rangers can't do as much damage as Hunters, but at least they don't have to worry about being trampled underfoot as they get their shots in. Aim for the head when it's safe (not when it's breathing fire), and use Draw weapons if you got 'em. Rifles can nail him in the air, but not with much consistency, so just use whatever gun does the most damage.

HP 72/72
TP 0/0
Lv 8 Sifaka
57
Dragon
Attribute:Native

FORCES

The Dragon's glaring weakness is Ice. Barta is weak, but Gibarta is amazing, doing great damage to any of its body parts. The problem is, low-level Forces probably won't have it at the Dragon in Normal mode. If you don't, switch to a Saber to get your whacks in while you can, and pester it in the air with Zonde spells. But definitely go with Gibarta in Hard and Very Hard modes.

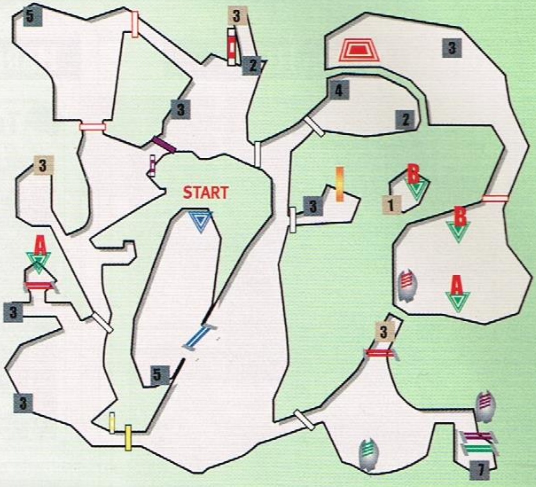
HP 198/198
TP 529/676
Lv 34 Loris
Lv 31 Nero
Lv 40 Zeugma
Dragon
Attribute:Native

MAP DATA

Like Forest 1, Forest 2 always has the same basic geography. The Boss Warp atop the Central Dome that marks the end of the level is always in the same place as well. But the way to get onto the Central Dome changes drastically. The three offline versions of the maps (which also appear online, among two others) are presented here.

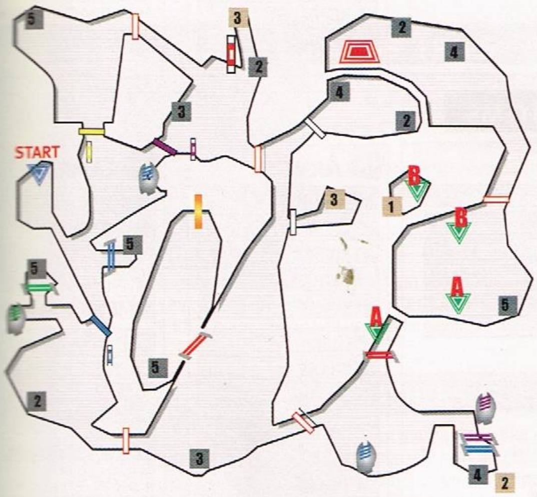
VARIATION A

You can go pretty much any direction from the main chamber in this map, but to get to the Central Dome you'll need to head North and loop around to the southwest room with Warp A. That's the toughest room in the map, and always has at least two Hildebears. If you want the chests in the southeast (which contain a weapon, armor, and a valuable Star Atomizer), you'll have to go all the way back after hitting the red terminal atop the ledge.



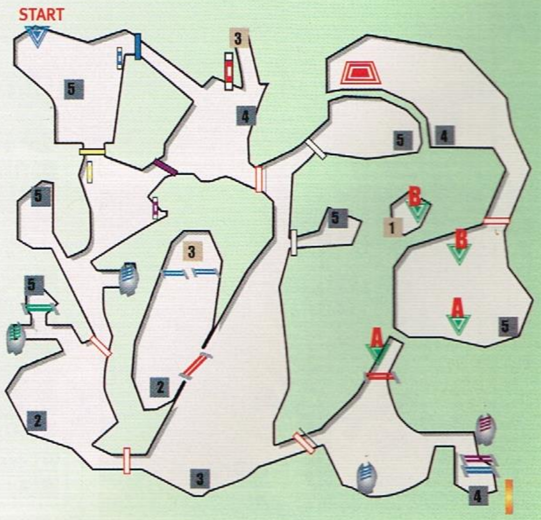
VARIATION B

This variation forces you to travel through virtually every room, but you won't find too much tough opposition. If you're trying to avoid battles, don't bother visiting the monolith (you can sneak in and grab the five chests, but don't head north or you'll trigger an ambush). The main area of the Central Dome (right after the warp) has a Monest that spews its insects at super-speed, so be careful!



VARIATION C

The Warp is in the usual place in this map, so you can head east out of the starting point and skip all the rooms in the west if you'd like. But there's a big battle atop the Central Dome (featuring a Monest, a variety of Boomas, and a wave of vicious Rappies), so you may want to battle through the west wing to charge up your Photon Blast and get some more experience before you take Warp A.



EPISODE I

Cave 1

AREA

Item Data

Normal Mode Items

Tools

- Monomate
- Dimate
- Trimate
- Monofluid
- Difluid
- Trifluid
- Antidote
- Antiparalysis
- Sol Atomizer
- Moon Atomizer
- Star Atomizer
- Telepipe
- Trap Vision
- Monogrinder
- Digrinder
- Trigrinder
- Material (misc.)
- Scape Doll

Techniques

Foie	L1-2
Barta	L1-2
Zonde	L1-2
Gifoie	L1
Gibarta	L1
Gizonde	L1
Rafoie	L1-3
Rabarta	L1-3
Razonde	L1-3
Grants	L1-2
Megid	L1-2
Resta	L1-2
Anti	L1
Reverser	
Shifta	L1
Deband	L1
Jellen	L1
Zalure	L1
Ryuker	

Arms

- Saber
- sword
- dagger
- partisan
- slicer
- cane
- rod
- wand
- handgun
- rifle
- mechgun
- shot

Guards

- Frame
- Armor
- Psy armor
- giga frame
- soul frame
- Barrier
- Shield
- core shield
- giga shield
- soul Barrier

Average level of Armor "Units" in this area:

★★☆☆☆☆☆☆☆☆

6
HP 74/104
TP 85/85
Lv 10 Platyrrhine
Pal Shark
Attribute:A.Beast

Hard Mode Items

Techniques

Foie	L7-9
Barta	L7-9
Zonde	L7-9
Gifoie	L4-6
Gibarta	L4-6
Gizonde	L4-6
Rafoie	L3-5
Rabarta	L3-5
Razonde	L3-5
Grants	L2-3
Megid	L2-3
Resta	L7-9
Anti	L2-3
Reverser	
Shifta	L4-6
Deband	L4-6
Jellen	L4-6
Zalure	L4-6
Ryuker	

Arms

- Pallasch
- Breaker
- Blade
- Halbert
- Spinner
- Club
- Pole
- Staff
- Railgun
- Blaster
- Repeater
- Spread

Guards

- Cross Armor
- Solid Frame
- Brave Armor
- Hyper Frame
- Grand Armor
- Hard Shield
- Brave Barrier
- Solid Shield
- Flame Barrier
- Plasma Barrier

Average level of Armor "Units" in this area:

★★★★☆☆☆☆☆☆

Very Hard Mode Items

Techniques

Foie	L8-13
Barta	L8-13
Zonde	L8-13
Gifoie	L7-13
Gibarta	L7-13
Gizonde	L7-13
Rafoie	L4-10
Rabarta	L4-10
Razonde	L4-10
Grants	L4-10
Megid	L4-10
Resta	L8-13
Anti	L2-5
Reverser	
Shifta	L7-13
Deband	L7-13
Jellen	L7-13
Zalure	L7-13
Ryuker	

Arms

- Gladius
- Claymore
- Ripper
- Berdys
- Sawcer
- Club
- Pillar
- Baton
- Raygun
- Laser
- Vulcan
- Launcher

Guards

- Grand Armor
- Shock Frame
- King's Frame
- Dragon Frame
- Absorb Barrier
- Plasma Barrier
- Freeze Barrier
- Psychic Barrier
- General Shield
- Protect Barrier

Average level of Armor "Units" in this area:

★★★★★★☆☆☆☆

Ultimate Mode Items

Techniques

Foie	L15-24
Barta	L15-24
Zonde	L15-24
Gifoie	L15-20
Gibarta	L15-20
Gizonde	L15-20
Rafoie	L15-17
Rabarta	L15-17
Razonde	L15-17
Grants	L15-17
Megid	L15-17
Resta	L15-24
Anti	L3-6
Reverser	
Shifta	L15-20
Deband	L15-20
Jellen	L15-20
Zalure	L15-20
Ryuker	

Arms

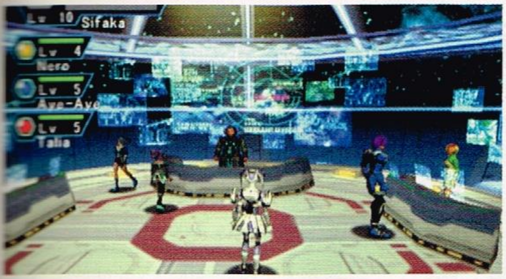
- Gladius
- Claymore
- Ripper
- Berdys
- Sawcer
- Club
- Pillar
- Baton
- Raygun
- Laser
- Vulcan
- Launcher

Guards

- Grand Armor
- Shock Frame
- King's Frame
- Dragon Frame
- Absorb Armor
- Plasma Barrier
- Freeze Barrier
- Psychic Barrier
- General Shield
- Protect Barrier

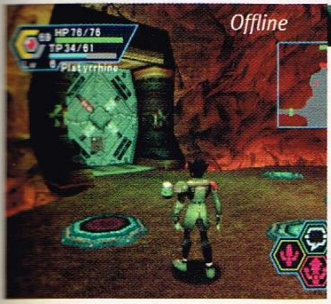
Average level of Armor "Units" in this area:

★★★★★★★★☆☆

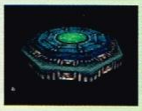


SPEAK TO THE PRINCIPAL FIRST!

After you kill the Dragon, you need to go straight to the Principal (the guy who hired you to investigate Ragol at the beginning of the game) and report your findings to him. He doesn't say much, but you won't be able to gain access to the Caves until you do. If you do quit the game without talking to him, you'll have to go all the way through the Forests and fight the Dragon again the next time you play. The same rules apply if you're playing online, except that only one member of the party needs to speak to the Principal, and you can skip this step if the person who formed the party has already done it offline.

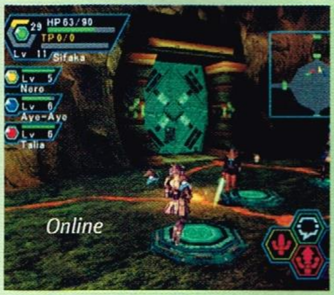


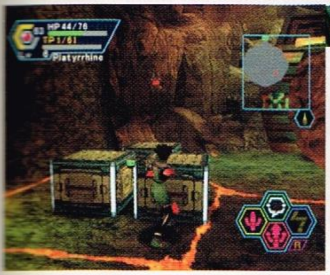
FOOT SWITCHES



A few doors in each variation of Cave 1 are locked by floor switches like the ones shown here. To open them, you need to find and step on as many red floor switches as there are red bars in the door (there are always between two and four).

If you're playing offline, all you need to do is step on each switch, turn it green, and move onto the next one. If you're playing online, it's a far more complicated matter. Someone needs to stay standing on each switch, and the door won't unlock until all the switches are being pressed simultaneously. This means that if you don't have four party members, there is no way to open a four-switch door. Fortunately, the three or four-switch doors are always optional detours, and the only ones that must be opened have just two switches.

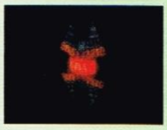


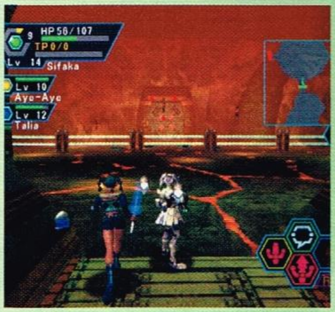


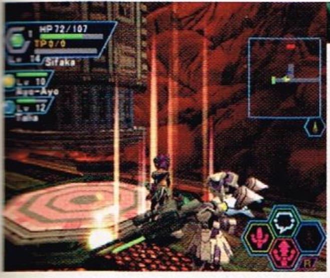
BOMB TRAPS

Cave 1 is also the first place you'll find bomb traps. If you're a Human or Newman, these little red and grey objects will seem to pop out of the ground as you near chests and terminals, or run through hallways. You can destroy them with a gunshot or Zonde spell while they're targeted, but when your cursor disappears, it means the trap has been "armed" by your proximity and nothing can stop its imminent explosion.

All Androids can see traps before they appear, and should consider it their duty to disarm them (with a gun) before the Humans and Newmans in the group get their squishy little bodies all blowed up. If you don't have an Android handy, you can reveal them with a Trap Vision. Not that you need to–The timers on the traps in Cave 1 are very long, so even after a trap is armed you'll have plenty of time to get away. But this extended grace period will be gone in Cave 2, so don't get used to it.

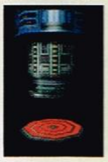


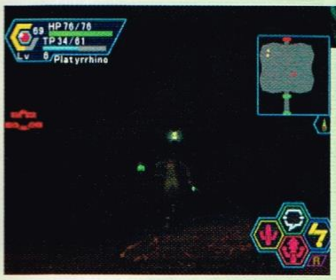




SMASHERS

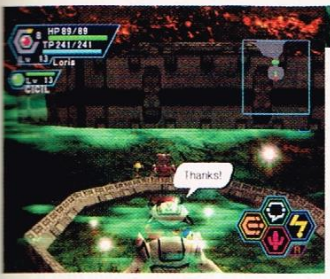
These giant piston-like smashing machines will hurt any character foolish enough to be on the pad when it goes red. They're slow, so avoiding them is easy... Unless a sneaky player drops a telepipe right on the pad! Everyone loves to play "telepipe roulette."





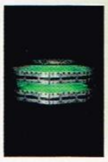
DARK ROOMS

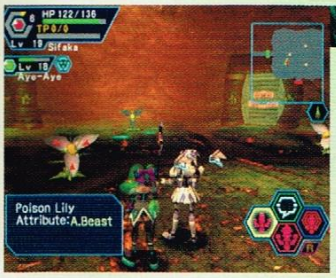
Every variation of Cave 1 has at least one room that is pitch black. To turn the lights on, you'll need to find and activate the glowing switch (it's frequently surrounded by treasure chests). Runners should carefully watch their radar for nearby enemies, and other players should cover the runner's back by intercepting the monsters themselves.



HEALING RIGS

There's one new object in the caves that won't squish you, sap your life, or blow you up. Indeed, a few seconds spent between the rings of what we affectionately call a "healy-gig" will refill your HP and TP. They're not in every Cave 1 variation, but keep an eye out for them.





POISON/PARALYSIS

The venom spat by Poison Lily enemies will Poison a healthy character or Paralyze a Poisoned character. Poisoned characters lose life every second, while Paralyzed ones can't attack or use techniques. Antidote and Antiparalysis will cure them, as will the Anti technique.

ENEMY DATA

Evil Shark

Resistances	
EFR	0
EIC	25
ETH	10
ELC	20
EDK	15
ESP	0

HP	Normal	Hard	V.Hard	Ultimate
Offline	85	419	757	1596
Online	122	552	1005	2394

XP	Normal	Hard	V.Hard	Ultimate
Either	10	49	100	280

Pal Shark

Resistances	
EFR	0
EIC	0
ETH	50
ELC	20
EDK	15
ESP	0

HP	Normal	Hard	V.Hard	Ultimate
Offline	100	435	775	1619
Online	140	571	1029	2429

XP	Normal	Hard	V.Hard	Ultimate
Either	12	52	104	288

Guil Shark

Resistances	
EFR	40
EIC	30
ETH	0
ELC	20
EDK	20
ESP	0

HP	Normal	Hard	V.Hard	Ultimate
Offline	130	467	813	1666
Online	176	609	1076	2533

XP	Normal	Hard	V.Hard	Ultimate
Either	14	55	108	296

Poison Lily

Resistances	
EFR	0
EIC	0
ETH	20
ELC	0
EDK	15
ESP	5

HP	Normal	Hard	V.Hard	Ultimate
Offline	70	404	738	1372
Online	104	532	982	2058

XP	Normal	Hard	V.Hard	Ultimate
Either	10	49	100	280

Grass Assassin

Resistances	
EFR	0
EIC	50
ETH	15
ELC	20
EDK	33
ESP	20

HP	Normal	Hard	V.Hard	Ultimate
Offline	140	477	825	1681
Online	188	622	1091	2522

XP	Normal	Hard	V.Hard	Ultimate
Either	17	60	114	308

Nano Dragon

Resistances	
EFR	80
EIC	0
ETH	0
ELC	20
EDK	23
ESP	15

HP	Normal	Hard	V.Hard	Ultimate
Offline	200	540	900	1875
Online	260	699	1185	2813

XP	Normal	Hard	V.Hard	Ultimate
Either	15	57	110	300

HP 82/82
TP 54/66
Lv 7
Platyrrhine
Pal Shark
Attribute:A.Beast

SHARKS

Sharks are basically Boomas with meat cleavers for claws. They're about as fast and have the same attack speed, but longer range. They come in larger packs than Boomas did, so Hunters will want to pick them off before they can assemble into large groups.

Fire works great against lone Evil and Pal sharks, but is pretty worthless against the tougher Guil Sharks, who are weak primarly to Zonde. Getting a large herd together and using Barta is the best choice for a mixed pack.

If you play up to the caves in Very Hard mode, you'll be in for a nasty surprise: Pal Sharks are as fast as you are! The only safe way to beat them then in that mode is with the usual duck-into-a-corridor and stab-'em-in-the-back tricks.

Poison Lily
Attribute:A.Beast

POISON LILIES

Poison Lilies spit blobs that will Poison or Paralyze Human and Newman characters. Poison victims can use the Anti techniques, but Paralysis victims must use an Antiparalysis or have a teammate use Anti for them. If neither of these are an option, let yourself get hit by the spit again to toggle your status back to Poison.

Since Androids are immune, they should handle the Lilies if possible. Handguns have longer range than Poison Lilies, so gun-wielding non-Androids can also kill them safely if they're careful. The spit has the same range as Foie, so Forces need to carefully cast and run away, while Hunters will need to run in a spiral motion to avoid the shot. Don't get too close... They have a close-range bite too.

Lilies point straight up and flash red when they're on the brink of death. Finish them quickly or they'll explode into a burst of paralyzing powder... And you won't get any EXP.

Nano Dragon
Attribute:A.Beast

NANO DRAGONS

Nano Dragons are the most dangerous monsters in the Caves. They fire either very long-range ice beams or two heat-seeking pulses. They'll ignore you if you're far away, but if they've noticed you, you have no choice but to rush them before they dominate the field.

Forces can keep them at bay with Zonde; use it as fast as you can and there won't be enough time between the bolts for the dragon to retaliate. Rangers can try the same trick (although guns are less accurate, so try to do it from behind them). Hunters without Zonde will have to rush them, but they won't get more than a hit or two off before the Dragon takes flight. Follow its shadow and be ready with more hurt when it lands.

Evil Shark
Attribute:A.Beast

GRASS ASSASSINS

Grass Assassins are relatively fun and easy to fight. They're slow when they're not charging, and they're nice big targets. But the fun is over when one gets you in its paralysis beam... Then you're stuck to the floor while it rips into you. The affected player can keep attacking, but can't turn to face the Assassin unless they can use a Zonde spell or lucky gunshot to re-orient themselves. When you see a teammate get caught in its beam, rush in to help by applying rapid beatings to the Assassin that it won't be able to get any hits in. The only other time Assassins must be feared is when they charge. During that period, they're immune to attacks, so don't waste your techniques.

AREA STRATEGY

HP50/90
TP0/0
Lv 11 Sifaka
Lv 6 Nero
Lv 7 Ays-Aye
Lv 6 Talia
Evil Shark
Attribute:A.Beast

HP238/238
TP0/0
Lv 25 Lemur
Lv 40 Zeugma
Evil Shark
Attribute:A.Beast

By the time you reach this area, most characters should be able to use a Handgun, Foie, or some other long-range technique. One of the best ways for a team to blow through this cavernous area is to have everyone equip something long range and form a firing squad. As a team, first eliminate the Nano Dragons and Poison Lilies, then stand in formation and let the rest of the enemies meander into your hail of bullets. With three or four characters firing at once, nothing will be able to get close enough to touch you.

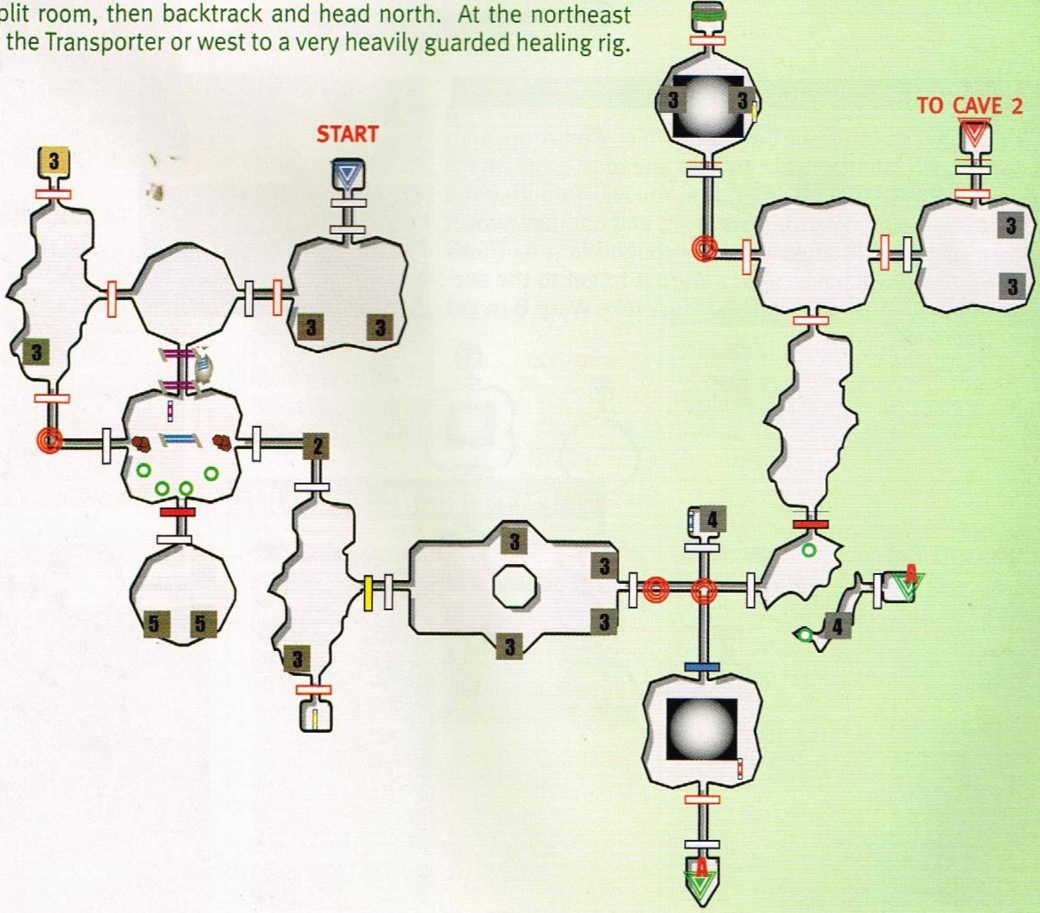
Even in offline mode, guns are a great strategy for the cave. They can blow away Poison Lilies from a safe distance, they can disarm traps, and they're capable of making the heavily guarded lava room that's at the center of every map variation a snap. The trick is to get all the enemies on one side (easily done, since they'll follow anyone who runs near them) and then get behind the heat vent in the middle. None of the brainiac Sharks or Grass Assassins will think of going around, and you can safely pick them all off with Rifles or Handguns.

MAP DATA

VARIATION A

This is the longest of the three offline Cave 1 variations, but the compensation is more than worth the trouble. There's a room in the southeast that is protected by a blue barrier and four floor switches, which contains ten gray chests that you can get without even killing any enemies.

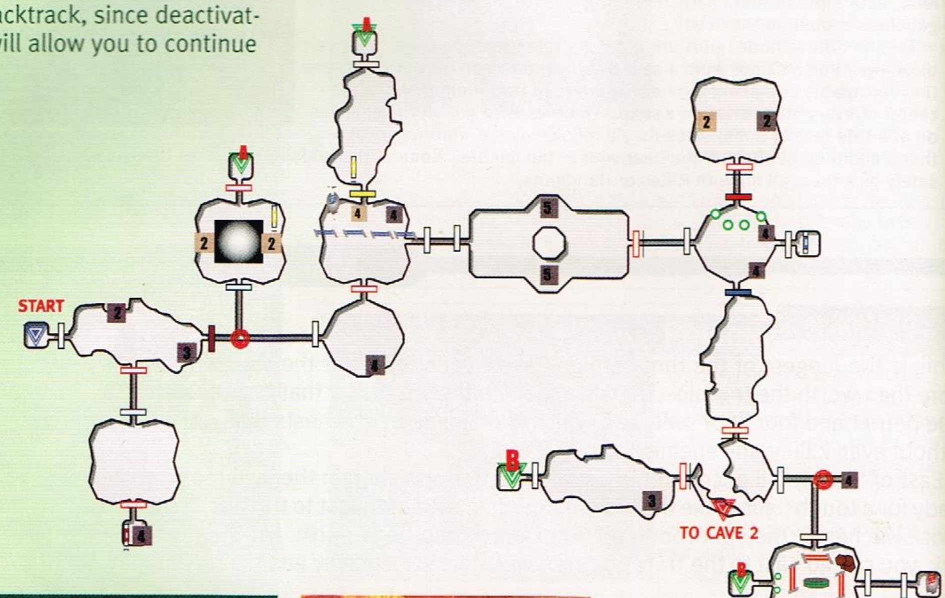
East of that, you'll encounter unusually heavy opposition in the lava room, so be ready for a tough fight. Take the Warp A detour in the southeast to trip one of the two floor switches in the split room, then backtrack and head north. At the northeast fork, you can go east to the Transporter or west to a very heavily guarded healing rig.


START
TO CAVE 2
3
3
3
3
2
5
5
3
3
3
3
3
3
4
4
3
3
3
3
A
A

MAP DATA

VARIATION B

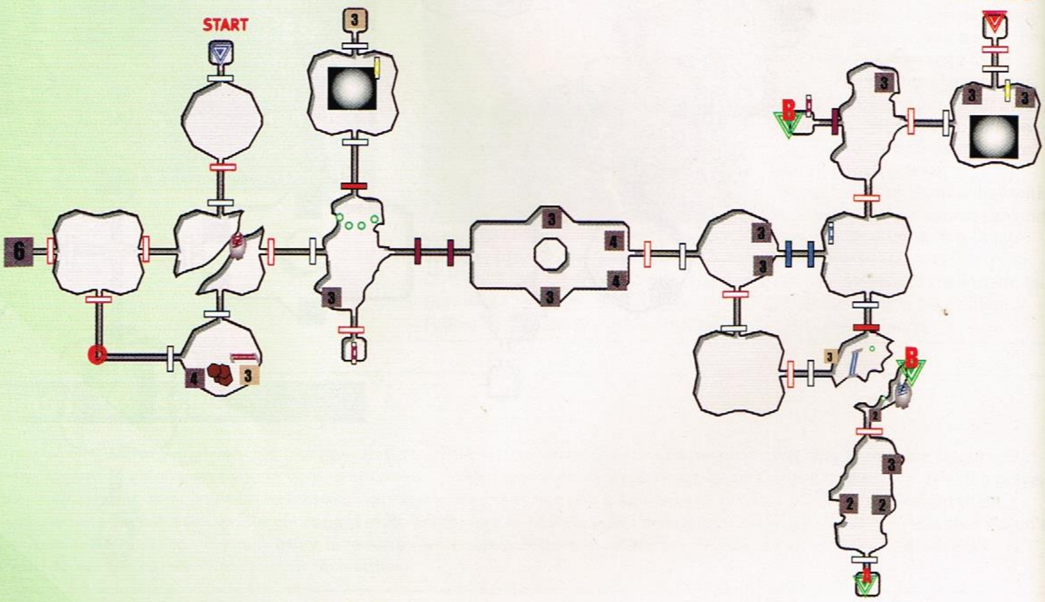
Unless you need a lot of Antidotes, you really shouldn't bother with the Warp A detour since it involves a pair of enemy-filled rooms and one full of traps at the end. If you do do it, at least you won't have to backtrack, since deactivating the blue barriers will allow you to continue after raiding the chests.


START
B
TO CAVE 2

VARIATION C

This is the only variation of Cave 1 in which Pan Arms enemies appear, so you may want to skip ahead to page 48 for tips on dealing with that rare menace. You will definitely see one in the lava room with the heat vent, and another (which you don't have to kill) after you go through Warp A. That's not a detour–You will have to take Warp A to get to the second floor switch. After that, you can just take Warp B to get back on track.

HP 82/82
TP 60/60
Platyrrhine
Pan Arms
Attribute:A.Beast


START
TO CAVE 2
B
B

EPISODE I

Cave 2

AREA

ITEM DATA

NORMAL MODE ITEMS

TOOLS

- Monomate
- Dimate
- Trimate
- Monofluid
- Difluid
- Trifluid
- Antidote
- Antiparalysis
- Sol Atomizer
- Moon Atomizer
- Star Atomizer
- Telepipe
- Trap Vision
- Monogrinder
- Digrinder
- Trigrinder
- Material (misc.)
- Scape Doll

TECHNIQUES

Foie	L2-2
Barta	L2-2
Zonde	L2-2
Gifoie	L1
Gibarta	L1
Gizonde	L1
Rafoie	L1-3
Rabarta	L1-3
Razonde	L1-3
Grants	L1-2
Megid	L1-2
Resta	L2
Anti	L1
Reverser	
Shifta	L1
Deband	L1
Jellen	L1
Zalure	L1
Ryuker	

ARMS

- BRAND
- SWORD
- DAGGER
- PARTISAN
- SLICER
- STICK
- ROD
- WAND
- AUTOGUN
- RIFLE
- MECHGUN
- SHOT

GUARDS

- Frame
- Armor
- Psy armor
- GIGA FRAME
- SOUL FRAME
- Barrier
- Shield
- CORE SHIELD
- GIGA SHIELD
- SOUL Barrier

Average level of Armor "Units" in this area:

★★☆☆☆☆☆☆☆☆

HP 90/90
TP 72/72
Lv 8
Platyrrhine
EXP
52
Grass Assassin
Attribute:A.Beast

HARD MODE ITEMS

TECHNIQUES

Foie	L7-9
Barta	L7-9
Zonde	L7-9
Gifoie	L4-6
Gibarta	L4-6
Gizonde	L4-6
Rafoie	L4-5
Rabarta	L4-5
Razonde	L4-5
Grants	L3-4
Megid	L2-3
Resta	L7-9
Anti	L2-3
Reverser	
Shifta	L4-6
Deband	L4-6
Jellen	L4-6
Zalure	L4-6
Ryuker	

ARMS

- PALLASCH
- BREAKER
- BLADE
- GLAIVE
- CUTTER
- CLUB
- PILLAR
- BATON
- RAILGUN
- BLASTER
- REPEATER
- CANNON

GUARDS

- SOLID FRAME
- BRAVE ARMOR
- HYPER FRAME
- GRAND ARMOR
- SHOCK FRAME
- BRAVE BARRIER
- SOLID SHIELD
- FLAME BARRIER
- PLASMA BARRIER
- FREEZE BARRIER

Average level of Armor "Units" in this area:

★★★★☆☆☆☆☆☆

VERY HARD MODE ITEMS

TECHNIQUES

Foie	L9-13
Barta	L9-13
Zonde	L9-13
Gifoie	L8-13
Gibarta	L8-13
Gizonde	L8-13
Rafoie	L5-10
Rabarta	L5-10
Razonde	L5-10
Grants	L4-10
Megid	L4-10
Resta	L9-13
Anti	L2-5
Reverser	
Shifta	L8-13
Deband	L8-13
Jellen	L8-13
Zalure	L8-13
Ryuker	

ARMS

- GLADIUS
- CLAYMORE
- RIPPER
- BERDYS
- SAWCER
- CLUB
- PILLAR
- BATON
- RAYGUN
- LASER
- VULCAN
- ARMS

GUARDS

- SHOCK FRAME
- KING'S FRAME
- DRAGON FRAME
- ABSORB ARMOR
- PROTECT FRAME
- FREEZE BARRIER
- PSYCHIC BARRIER
- GENERAL SHIELD
- PROTECT BARRIER
- GLORIOUS SHIELD

Average level of Armor "Units" in this area:

★★★★★★☆☆☆☆

ULTIMATE MODE ITEMS

TECHNIQUES

Foie	L16-27
Barta	L16-27
Zonde	L16-27
Gifoie	L16-22
Gibarta	L16-22
Gizonde	L16-22
Rafoie	L16-19
Rabarta	L16-19
Razonde	L16-19
Grants	L16-19
Megid	L16-19
Resta	L16-27
Anti	L3-6
Reverser	
Shifta	L16-22
Deband	L16-22
Jellen	L16-22
Zalure	L16-22
Ryuker	

ARMS

- Gladius
- Claymore
- Ripper
- Berdys
- Sawcer
- Club
- Pillar
- Baton
- Raygun
- Laser
- Vulcan
- ARMS

GUARDS

- SHOCK FRAME
- King's Frame
- DRAGON FRAME
- ABSORB ARMOR
- PROTECT FRAME
- FREEZE BARRIER
- PSYCHIC BARRIER
- GENERAL Shield
- PROTECT BARRIER
- GLORIOUS SHIELD

Average level of Armor "Units" in this area:

★★★★★★★★☆☆

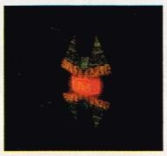
STRATEGY DATA

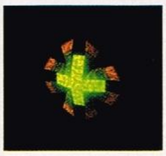
NEW TRAP VARIATIONS

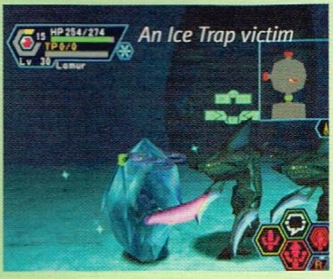
Cave 2 is perhaps the most heavily trapped area in the game. Traps are more frequent, less obviously placed, and have shorter fuses than they did in Cave 1, so if you're not careful, you're gonna get hit.

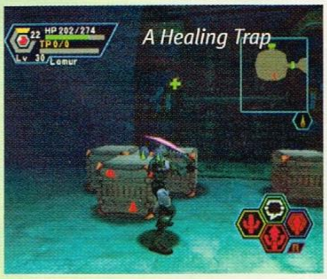
Adding to the fun are three new trap variations: the Double Trap, the Ice Trap, and the Healing Trap. Double Traps are basically two bomb traps in one. They're a bit bigger, so the blast does more damage and has a wider range. Ice Traps are indistinguishable from bomb traps until they go off and freeze anything nearby (including enemies, if you can lure any into the blast). They don't do damage themselves, but they only appear in rooms with enemies who won't be too proud to take advantage of your condition.

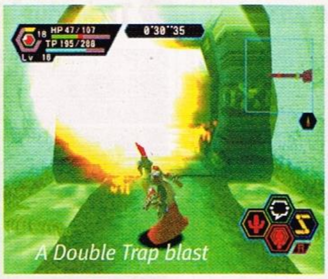
Green Healing Traps are so defective that they actually recover your HP instead of killing you. Not many of these made it past the trap factory quality control department, so they're very rare (they appear randomly, so we can't tell you where). But keep an eye out for them, and be prepared to run into the blast for a change.






An Ice Trap victim

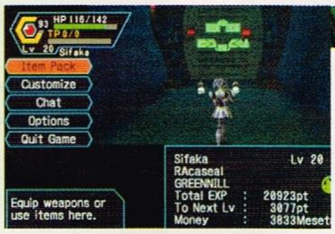

A Healing Trap



A Double Trap blast

DECOY SWITCHES

Cave 2 is full of floor switches, but not all of them are real. If you're ever in a room with more switches than red bars on the door, you'll know that some of them are decoys. Decoy switches have invisible bomb traps hovering above them, and there's no way to dodge them. You either have to use a Trap Vision to discern the fakes, or have an Android use a gun to disarm them.



Equip weapons or use items here.

Sifaka Lv 20
RAcaseal
GREENNILL
Total EXP : 20923pt
To Next Lv : 3077pt
Money : 3833Meset

TRAP RUNNING

Tired of traps yet? As if decoy switches and trapped chests weren't enough, every hallway has the potential of being full of bomb traps. You can switch to a Handgun and painstakingly reveal and disarm each one, or you can safely run right through cheater-style. The trick is simple: When you're in your option screen, bombs take longer to explode. So you can hit start and run through any hallway in any area of the game without getting hit.

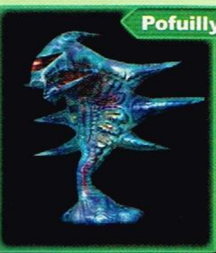
ENEMY DATA

POFUILLY SLIME

This blob of blue slime, dubbed the "Poofy Slime" in the Japanese version, is among the most annoying enemies in PSO. Not because it's dangerous–In fact, it's very easy to avoid–But because it takes so damn long to kill. It can only be hit when it rears up on its... Um... Back puddle of slime, and your crosshairs latch onto it. Then you can hit it exactly once before it reverts to a puddle and slides away. Obviously, you should make that one hit the strongest anyone in your party can deliver, but for low-level characters they may still require four or five cycles to dispatch.

That's why you have to be VERY careful not to make them split. If you use an Ice special ability (like Frost) or an Ice technique (like Barta) or hit the Pofuilly with the third hit of a three-hit combo, you'll end up with two Pofuillies on your hands. Also, if the Pofuillys last long enough to use its Ice Breath (the Pofuilly can only attack if you don't hit it after it's been standing up for about 5 seconds), and that breath hits another Pofuilly, it may split.

Pofuilly Slime

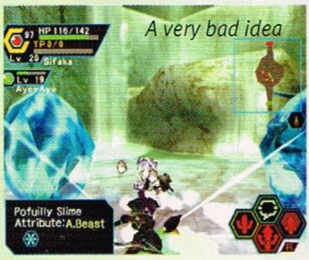


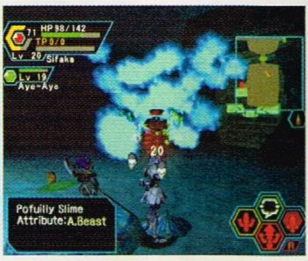
Resistances	
EFR	0
EIC	50
ETH	0
ELC	0
EDK	25
ESP	5

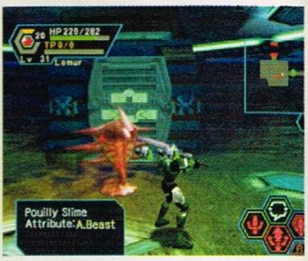
HP	Normal	Hard	V.Hard	Ultimate
Offline	100	435	775	619
Online	140	571	1029	929

XP	Normal	Hard	V.Hard	Ultimate
Either	10	49	100	280

Red "Pouilly" Slimes are among the game's special "Rare Enemies." See page 159 for details.


A very bad idea





FUN STUFF

HP 88/88
TP 0/0
0'17"44
Tarsair
24

HP 46/90
TP 8/72
Platyrrhine
Guil Shark
Attribute:A.Beast

Are those cowardly Pofuilly Slimes getting you down? Tired of those interminable waves of Guil Sharks? Nothing beats PSO-related stress like coercing enemies to kill themselves and each other! Since every enemy-fired projectile can hit any other monster, it's astonishingly easy.

If you let the Pofuilly Slime do its little slime-scythe attack, that attack will home in on you but hit whatever's nearby. And let me tell you, nothing's more hilarious than hugging close to the attacking Pofuilly, and then calmly stepping out of the way so it ends up killing itself.

Nano Dragons lack the suicidal impulse, but they don't mind killing everything else in the room. Get the Nano's attention, and then just walk around the room while Sharks (or whatever) stalk you. Match their pace, and the Nano beams will hit them instead of you!

MAP DATA

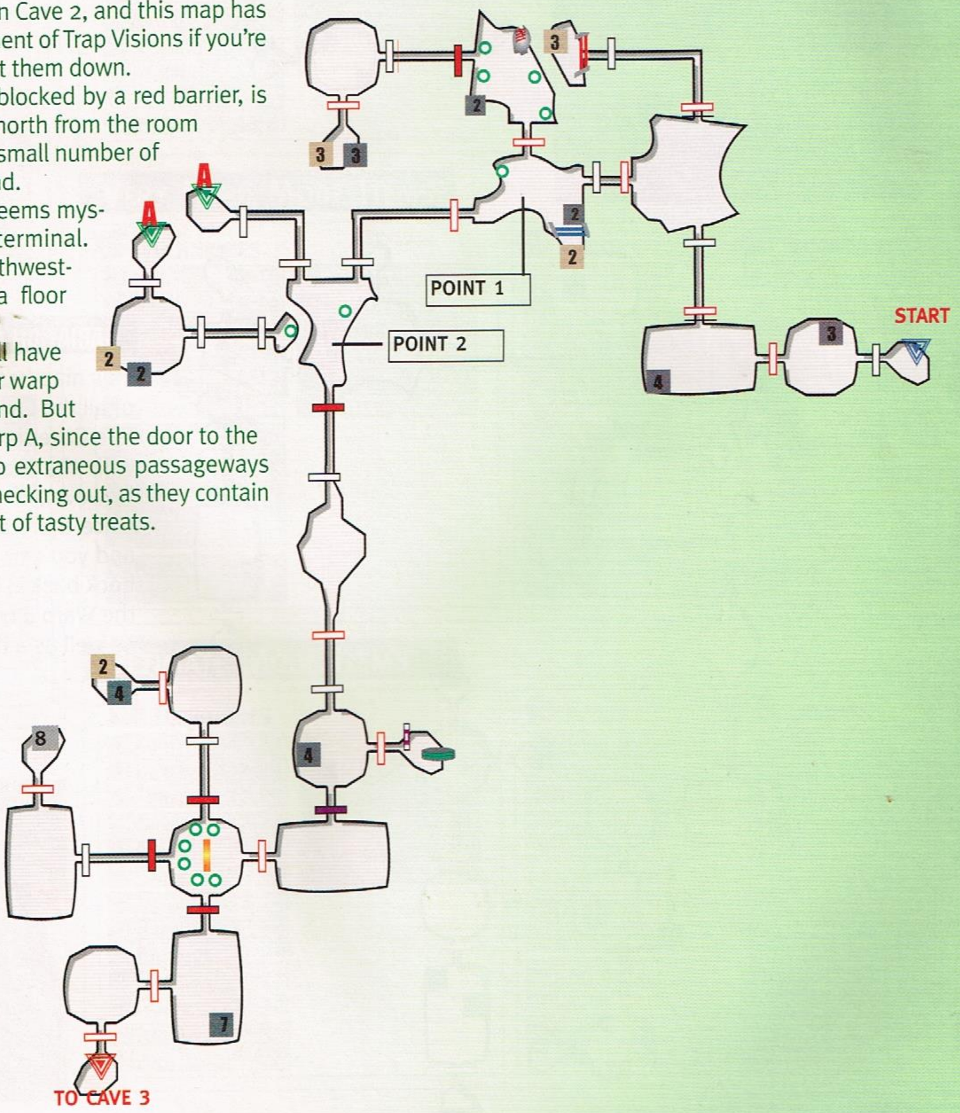
VARIATION A

There are four different types of traps in Cave 2, and this map has them all in spades. Carry a full complement of Trap Visions if you're not an Android, and bring a gun to shoot them down.

The first detour, to the brown boxes blocked by a red barrier, is less than worth it, but the second one, north from the room marked "Point 1", is worth it due to the small number of enemies guarding the treasure at the end.

In that same room, the blue barrier seems mysteriously to have no deactivation terminal. Search the grass and bushes in the northwestern corner, however, and you'll find a floor switch that will do the trick.

If you're playing in online mode, you'll have to split up at Point 2 and have one player warp to one switch, while another stays behind. But don't worry about the enemies past Warp A, since the door to the switch is already open. Finally, the two extraneous passageways from the monolith chamber are worth checking out, as they contain very few enemies and a full complement of tasty treats.



Point 2
HP 90/90

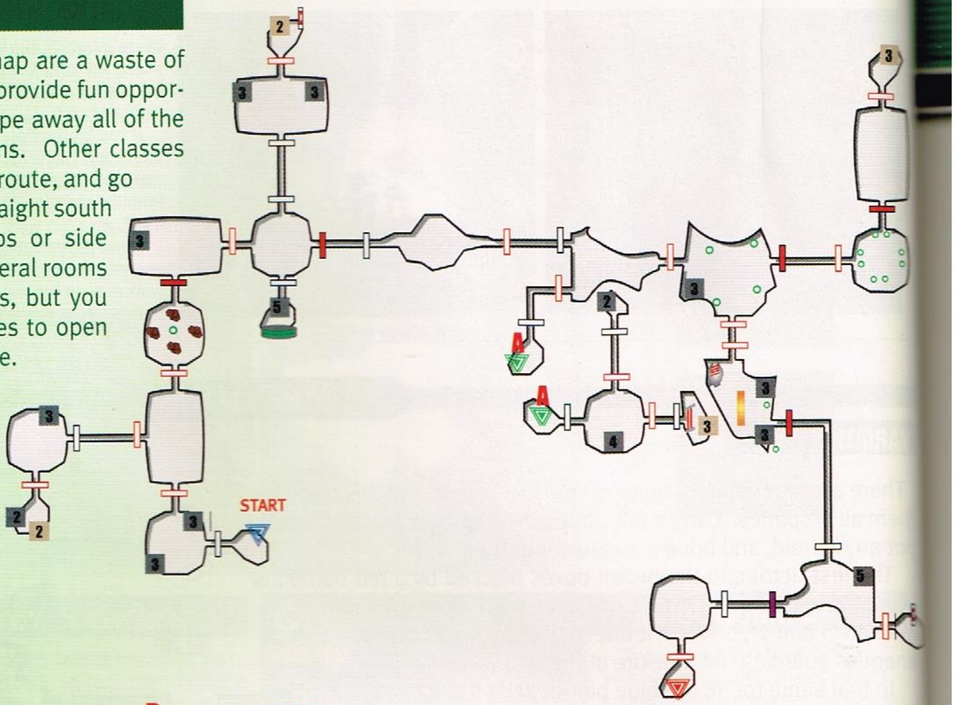
Point 1
HP 50/105
Tarsair

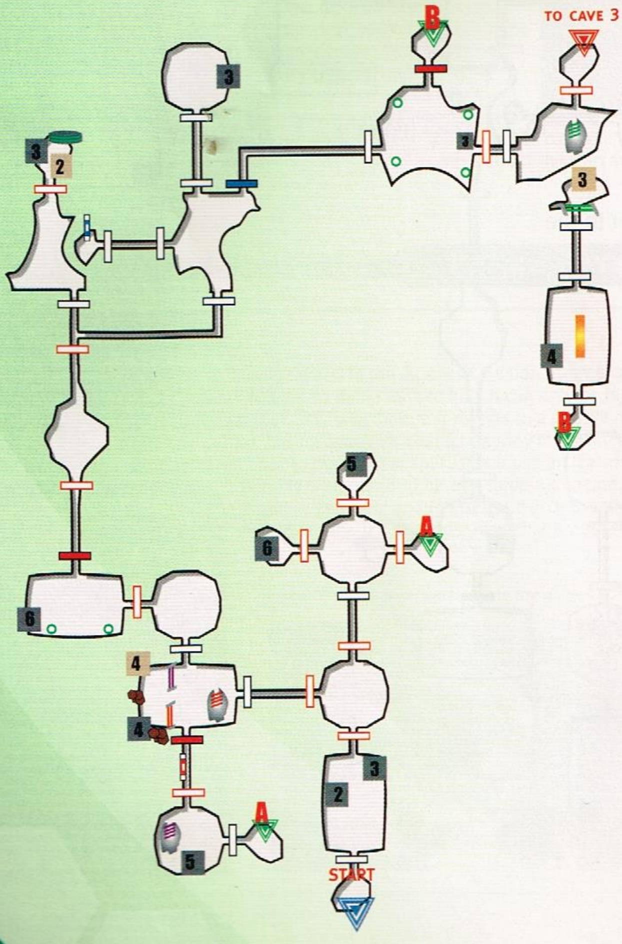
MAP DATA (CONT.)

VARIATION B

Most of the detours in this map are a waste of time, treasure-wise, but do provide fun opportunities for Rangers to snipe away all of the enemies in the split rooms. Other classes should just take the direct route, and go due north, east, and then straight south without bothering with warps or side passages. Note that this area has several rooms with both enemies and floor switches, but you will usually have to kill all the enemies to open the door beyond the switch-locked one.

34
HP 107/107
TP 0/0
Lv 14 Sifaka
Lv 11 Aye-Aye
Lv 13 Tolia
Evil Shark
Attribute: A.Beast


START
A
A
TO CAVE 3


TO CAVE 3
B
B
A
A
START

VARIATION C

This map has the fewest traps and most linear setup of all the Cave 2 variations. But it does continue the fine Cave tradition of unnecessary side divergences, with the Warp A detour being first among those. However, if you're low on cash, you may as well, since there aren't very many enemies to fight there and you can pick up a total of twenty extra items to hock back in town. Don't, however, bother at all with the Warp B trip – just note that the monolith is there, as well as a bunch of traps, and move along.

EPISODE I

Cave 3

AREA

ITEM DATA

NORMAL MODE ITEMS

TOOLS

- MONOMATE
- DIMATE
- TRIMATE
- MONOFLUID
- DIFLUID
- TRIFLUID
- ANTIDOTE
- ANTIPARALYSIS
- SOL ATOMIZER
- MOON ATOMIZER
- STAR ATOMIZER
- TELEPIPE
- TRAP VISION
- MONOGRINDER
- DIGRINDER
- TRIGRINDER
- MATERIAL (MISC.)
- SCAPE DOLL

TECHNIQUES

FOIE	L2-3
BARTA	L2-3
ZONDE	L2-3
GIFOIE	L1-2
GIBARTA	L1-2
GIZONDE	L1-2
RAFOIE	L1-3
RABARTA	L1-3
RAZONDE	L1-3
GRANTS	L1-2
MEGID	L1-2
RESTA	L2-3
ANTI	L1
REVERSER	
SHIFTA	L1-2
DEBAND	L1-2
JELLEN	L1-2
ZALURE	L1-2
RYUKER	

ARMS

- BRAND
- SWORD
- DAGGER
- PARTISAN
- SLICER
- STICK
- ROD
- WAND
- AUTOGUN
- RIFLE
- MECHGUN
- SHOT

GUARDS

- ARMOR
- PSY ARMOR
- GIGA FRAME
- SOUL FRAME
- CROSS ARMOR
- SHIELD
- CORE SHIELD
- GIGA SHIELD
- SOUL BARRIER
- HARD SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★☆☆☆☆☆☆☆☆

HP 305/305
TP 660/795
Lv 47 Loris
Lv 57 Zeugma

HARD MODE ITEMS

TECHNIQUES

FOIE	L8-10
BARTA	L8-10
ZONDE	L8-10
GIFOIE	L5-7
GIBARTA	L5-7
GIZONDE	L5-7
RAFOIE	L4-6
RABARTA	L4-6
RAZONDE	L4-6
GRANTS	L3-4
MEGID	L3-4
RESTA	L8-10
ANTI	L2-3
REVERSER	
SHIFTA	L5-7
DEBAND	L5-7
JELLEN	L5-7
ZALURE	L5-7
RYUKER	

ARMS

- GLADIUS
- CLAYMORE
- EDGE
- GLAIVE
- CUTTER
- CLUB
- PILLAR
- BATON
- RAYGUN
- BEAM
- GATLING
- CANNON

GUARDS

- BRAVE ARMOR
- HYPER FRAME
- GRAND ARMOR
- SHOCK FRAME
- KING'S FRAME
- SOLID SHIELD
- FLAME BARRIER
- PLASMA BARRIER
- FREEZE BARRIER
- PSYCHIC BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★☆☆☆☆☆☆

VERY HARD MODE ITEMS

TECHNIQUES

FOIE	L9-14
BARTA	L9-14
ZONDE	L9-14
GIFOIE	L8-13
GIBARTA	L8-13
GIZONDE	L8-13
RAFOIE	L5-10
RABARTA	L5-10
RAZONDE	L5-10
GRANTS	L4-10
MEGID	L4-10
RESTA	L9-14
ANTI	L2-5
REVERSER	
SHIFTA	L8-13
DEBAND	L8-13
JELLEN	L8-13
ZALURE	L8-13
RYUKER	

ARMS

- GLADIUS
- CALIBUR
- RIPPER
- GUNGNIR
- DISKA
- CLUB
- PILLAR
- BATON
- RAYGUN
- LASER
- M&A60 VISE
- ARMS

GUARDS

- KING'S FRAME
- DRAGON FRAME
- ABSORB ARMOR
- PROTECT FRAME
- GENERAL ARMOR
- PSYCHIC BARRIER
- GENERAL SHIELD
- PROTECT BARRIER
- GLORIOUS SHIELD
- IMPERIAL BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★★☆☆☆☆

ULTIMATE MODE ITEMS

TECHNIQUES

FOIE	L17-29
BARTA	L17-29
ZONDE	L17-29
GIFOIE	L17-24
GIBARTA	L21-30
GIZONDE	L17-24
RAFOIE	L17-22
RABARTA	L17-22
RAZONDE	L17-22
GRANTS	L17-22
MEGID	L17-22
RESTA	L17-30
ANTI	L4-7
REVERSER	
SHIFTA	L17-24
DEBAND	L17-24
JELLEN	L17-24
ZALURE	L17-24
RYUKER	

ARMS

- GLADIUS
- CLAYMORE
- RIPPER
- GUNGNIR
- DISKA
- CLUB
- PILLAR
- BATON
- RAYGUN
- LASER
- M&A60 VISE
- ARMS

GUARDS

- KING'S FRAME
- DRAGON FRAME
- ABSORB ARMOR
- PROTECT FRAME
- GENERAL ARMOR
- PSYCHIC BARRIER
- GENERAL SHIELD
- PROTECT BARRIER
- GLORIOUS SHIELD
- IMPERIAL BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★★★★☆☆

ENEMY DATA

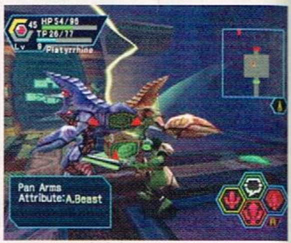
PAN ARMS

If you ended up in Variation C of Cave 1, you've already met the Pan Arms. If not, you'll certainly meet them here. Pan Arms, as a single entity, has a Defense so high that no weapon wielded by a low level character can hope to scratch its surface. The downside (for the Pan Arms, at least) is that its attack options are sorely limited: It can shoot Fire and Ice beams from the green things on its chest, but those are very easy to dodge, and are more of a threat to the other enemies than they are to you.

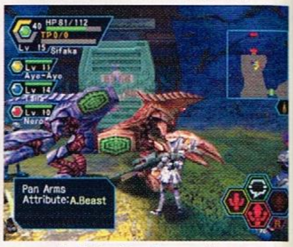
Regular attacks are clearly ineffective, but if you have a Drain, Heart, or Master's-series weapon, you can still get behind it and go to town, draining buckets of HP (which also damages the Pan Arms), TP or EXP. Almost any special weapon ability will work here... Shock-series and Heat-series attacks will do technique damage, and if you have a Dim-series weapon, you'll have plenty of opportunities to get your instant kill. If you don't have a special weapon, you can use techniques (Zonde is best, but still not particularly effective) or just wait for it to split.

When it splits, you'll have two enemies to fight. Hidoom and Migium are very vulnerable to normal attacks, but quick and deadly themselves. Well, only Hidoom is deadly, actually. Migium's sword doesn't do damage, it just casts Jellen and Zalure on its victims. So ignore it and concentrate on Hidoom.

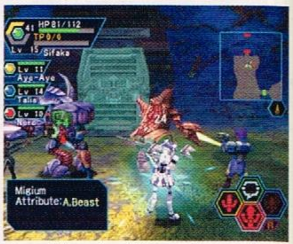
Apart or together, the Pan Arms have at least 600 HP. They're not much of a threat if you can kill Hidoom before it can attack, but they're always a long battle. Sadly, the amount of EXP you get is always dismal, so skip them whenever you can.


Pan Arms
Attribute:A.Beast

Special abilities are effective...

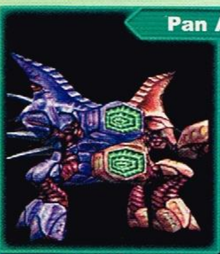

Pan Arms
Attribute:A.Beast

Until the Pan Arms splits...


Migium
Attribute:A.Beast

Then give Hidoom all you got.

Pan Arms

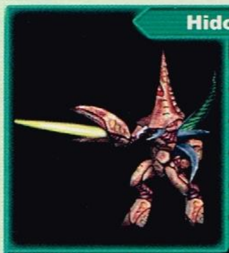


Resistances	
EFR	10
EIC	10
ETH	10
ELC	20
EDK	25
ESP	5

HP	Normal	Hard	V.Hard	Ultimate
Offline	600	960	1400	2400
Online	740	1211	1810	3600

XP	Normal	Hard	V.Hard	Ultimate
Either	6	26	52	184

Hidoom

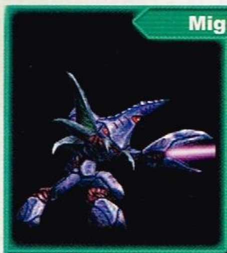


Resistances	
EFR	100
EIC	0
ETH	50
ELC	20
EDK	25
ESP	5

HP	Normal	Hard	V.Hard	Ultimate
Offline	300	645	1025	1750
Online	380	827	1341	2625

XP	Normal	Hard	V.Hard	Ultimate
Either	4	23	48	176

Migium



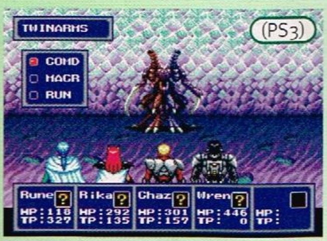
Resistances	
EFR	0
EIC	100
ETH	50
ELC	20
EDK	25
ESP	5

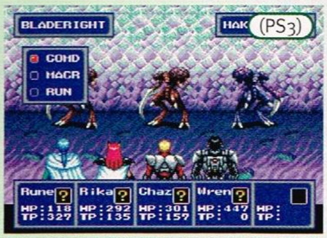
HP	Normal	Hard	V.Hard	Ultimate
Offline	300	645	1025	1750
Online	380	827	1341	2625

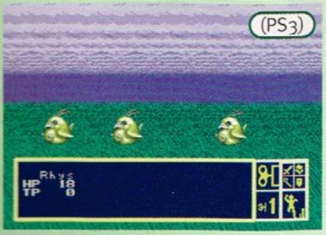
XP	Normal	Hard	V.Hard	Ultimate
Either	4	23	48	176

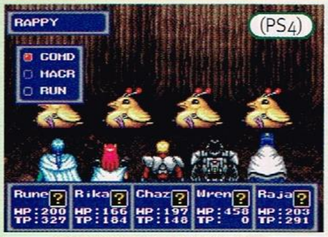
FUN CORNER

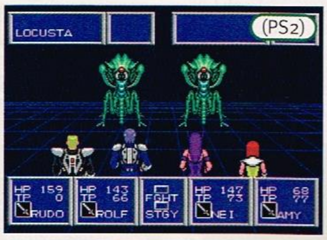
Does that Pan Arms look vaguely familiar? If you're a hardcore Phantasy Star fan, you saw it in Phantasy Star 3 (it was translated as "Twinarms" then). That's hardly the only enemy that should be familiar to old-school PS players... The Grass Assassin is a classic that has appeared in Phantasy Star 2 and 4, and the Chaos Bringer (found in the Ruins) dates all the way back to PS1. And of course, there's the Rappy, which was introduced in PS3. They returned in PS4, along with new Blue Rappies and King Rappies, and their famed habit of running away when they lose.

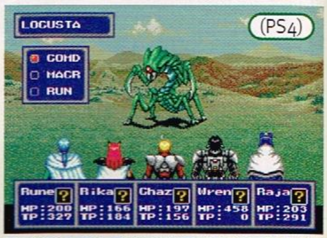

TWINARMS
(PS3)
COMD
MACR
RUN
Rune HP:118 TP:327
Rika HP:292 TP:135
Chaz HP:301 TP:157
Wren HP:446 TP: 0
HP: TP:

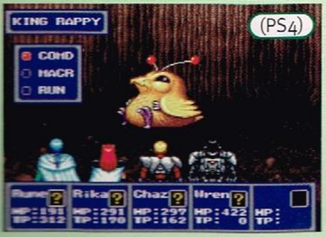

BLADERIGHT
HAK
(PS3)
COMD
MACR
RUN
Rune HP:118 TP:327
Rika HP:292 TP:135
Chaz HP:301 TP:157
Wren HP:447 TP: 0
HP: TP:

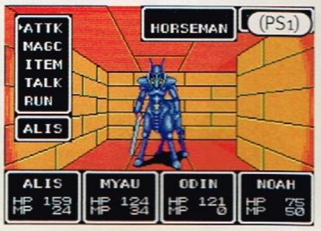

(PS3)
Rhys
HP 18
TP 0

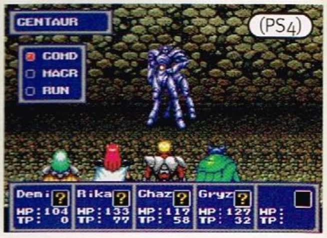

RAPPY
(PS4)
COMD
MACR
RUN
Rune HP:200 TP:327
Rika HP:166 TP:184
Chaz HP:197 TP:148
Wren HP:458 TP: 0
Raja HP:203 TP:291


LOCUSTA
(PS2)
HP 159 TP 0 RUDO
HP 143 TP 66 ROLF
FGHT STGY
HP 147 TP 73 NEI
HP 68 TP 77 AMY


LOCUSTA
(PS4)
COMD
MACR
RUN
Rune HP:200 TP:327
Rika HP:166 TP:184
Chaz HP:197 TP:156
Wren HP:458 TP: 0
Raja HP:203 TP:291


KING RAPPY
(PS4)
COMD
MACR
RUN
Rune HP:191 TP:312
Rika HP:291 TP:170
Chaz HP:297 TP:162
Wren HP:422 TP: 0
HP: TP:


ATTK
MAGC
ITEM
TALK
RUN
ALIS
HORSEMAN
(PS1)
ALIS HP 159 MP 24
MYAU HP 124 MP 34
ODIN HP 121 MP 0
NOAH HP 75 MP 50

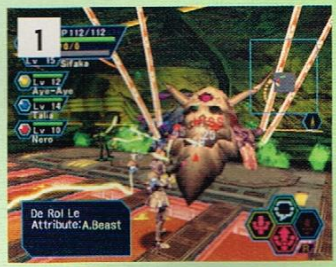

CENTAUR
(PS4)
COMD
MACR
RUN
Demi HP:104 TP: 0
Rika HP:133 TP: 77
Chaz HP:117 TP: 58
Gryz HP:127 TP: 32
HP: TP:

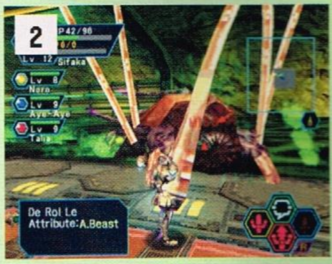
BOSS DATA

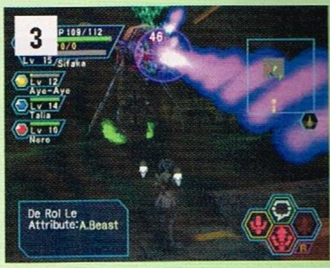
Opportunities to really hurt De Rol Le don't come along often, so the key to victory is to exploit them when they do and dodge like a madman the rest of the time. Its first attack involves shooting little spikes onto the raft or around players (if they're on the raft, just head to one end to avoid them... If they're around a player, everyone chip in to break them). Deal with that quickly, 'cause a series of little purple balls comes next. Two or three hits from these will take out most players, so either carefully weave between them, or run to the far corner of the raft where you won't get hit by more than one.

Every now and then it'll flop onto the raft and everyone can start hacking (#1). Concentrate your hits on the fleshy part behind the skull mask if you can (this is hard for Hunters), 'cause that's where you do the most damage. The mask cuts the damage in half, but you can shatter it if you hit it enough. De Rol Le's only attack on the raft is to strike with a tentacle (#2). You can't just wait and see–You have to anticipate and dodge before you see it move. With most weapons, you can get in three 3-hit combos as soon as De Rol Le hits the raft, then run, wait for the tentacle to miss, do two 3-hit combos, run, two more, run, two more, run. Of course, if you're in a group the odds it will hit you are pretty low. And if it misses you the first time, forget dodging at all... It will hound the same player over and over, never switching.

Later on, De Rol Le will stand up and start firing laser beams (#3), which you can avoid by simply running from side to side on the raft. A group will need to get in sync, or someone will get hit.

1

HP 112/112
Lv 15 Sifaka
Lv 12 Aye-Aye
Lv 14 Talia
Lv 10 Nero
De Rol Le
Attribute:A.Beast

2

HP 42/96
Lv 12 Sifaka
Lv 8 Nero
Lv 9 Aye-Aye
Lv 9 Talia
De Rol Le
Attribute:A.Beast

3

HP 109/112
Lv 15 Sifaka
Lv 12 Aye-Aye
Lv 14 Talia
Lv 10 Nero
De Rol Le
Attribute:A.Beast

De Rol Le

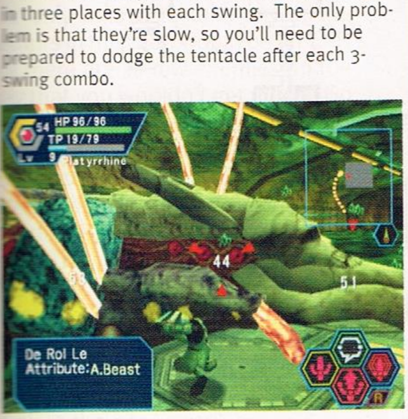
Resistances	
EFR	15
EIC	90
ETH	70
ELC	60
EDK	100
ESP	100

HP	Normal	Hard	V.Hard	Ultimate
Offline	4000	4530	10000	11000
Online	5500	7500	18000	21000

XP	Normal	Hard	V.Hard	Ultimate
Either	700	2500	6300	15000

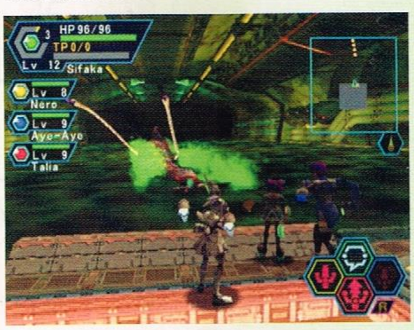
HUNTERS

The key to beating De Rol Le with a Hunter is simple: Use a Sword or Partisan. Either can actually hit it sometimes when it's swimming alongside the raft, but the real plus is the damage they can dish out when it flops up onto the raft. Aim for the back of the neck, and either weapon will hit for heavy damage in three places with each swing. The only problem is that they're slow, so you'll need to be prepared to dodge the tentacle after each 3-swing combo.


HP 96/96
TP 19/79
Lv 9 Platyrrhine
De Rol Le
Attribute:A.Beast

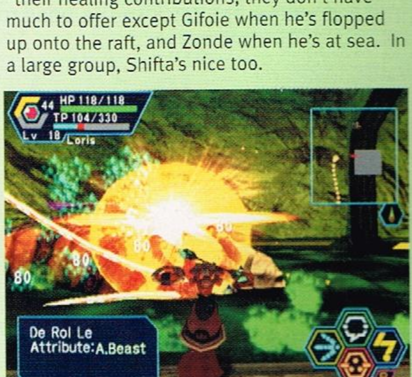
RANGERS

Rangers are a mixed bag here. On the plus side, they can hit De Rol Le during the laser blast phase (see #3, above), but be conservative–Only do one 3-hit combo, dodge, then repeat. They can also hit it while at sea, especially with Rifles, although that's not easy. Unfortunately, they can't do as much damage as Hunters can when De Rol Le is on the raft, but they can compensate by aiming directly for the tender bits behind the skill.


HP 96/96
TP 0/0
Lv 12 Sifaka
Lv 8 Nero
Lv 9 Aye-Aye
Lv 9 Talia

FORCES

In Hard and Very Hard mode, Forces can eat Del Rol Le and spit him out in record time. That's because Rafoie simply devastates this boss... It hits in seven different places, and can hit while De Rol Le is alongside the raft. Unfortunately, in Normal mode, Forces aren't so hot. Outside of their healing contributions, they don't have much to offer except Gifoie when he's flopped up onto the raft, and Zonde when he's at sea. In a large group, Shifta's nice too.


HP 118/118
TP 104/330
Lv 18 Loris
De Rol Le
Attribute:A.Beast

AREA STRATEGY

68 HP 72/96
TP 0/0
Lv 12 Sifaka
Lv 8 Nero
Lv 8 Aye-Aye
Lv 8 Talia

24 HP 96/96
TP 43/79
Lv 9 Platyrrhine
Item Pack
Items
Item List
17/30
Knight/Power-
Knight/Power-
Antiparalysis x4
Trap Vision x1
Core Shield
Knight/Power-
Brand

Reveals traps that are hidden in rooms.

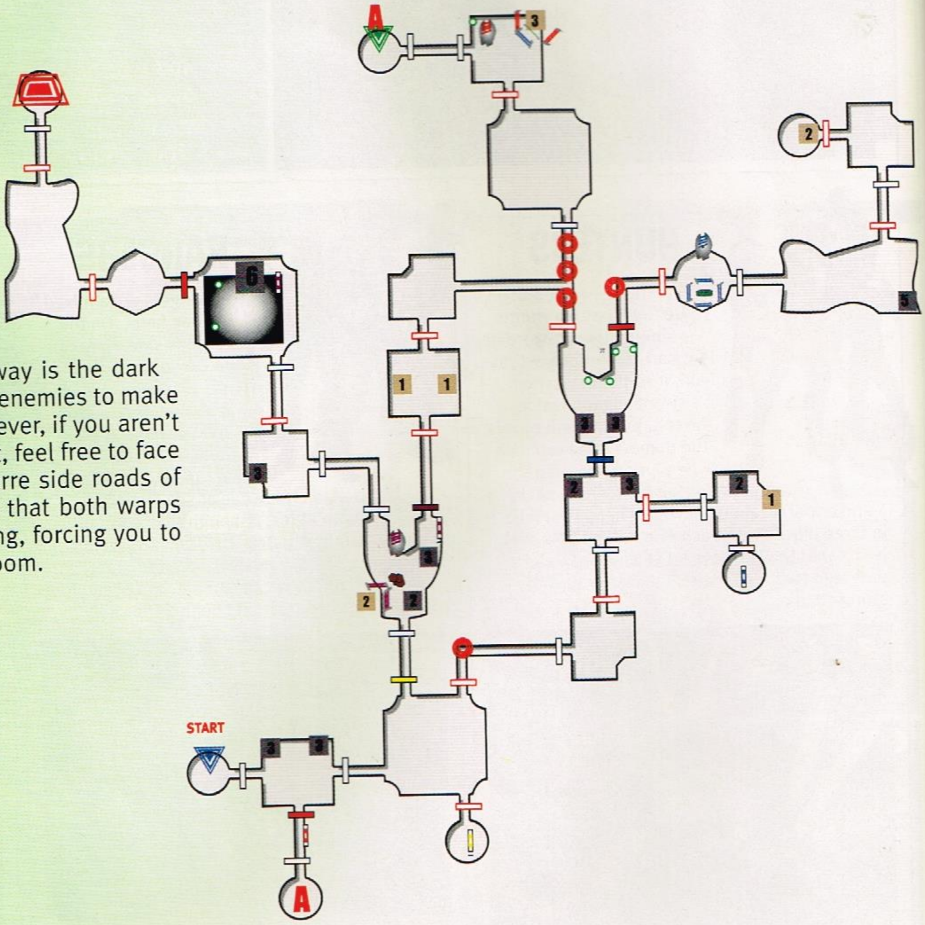
55 HP 46/96
TP 0/0
Lv 12 Sifaka
Lv 8 Nero
Lv 8 Aye-Aye
Lv 8 Talia

Cave 3 is full of long detours, dead ends, and bizarre traps. The smashers have returned, but have been nefariously placed in order to block terminals and such. And when you find three in a hallway, be careful... One of them is usually a bit faster than the other two, just to mess with your timing. Another trick they pull is placing four switches to open a door that only requires one... The other three, of course, are trapped. So always check the pattern on the door before you try the switches. And remember that whenever you find a true four-switch door, you can ignore it if you just want to find the boss. Since these doors require four players to open in online mode, they're always optional sidetrips.

MAP DATA

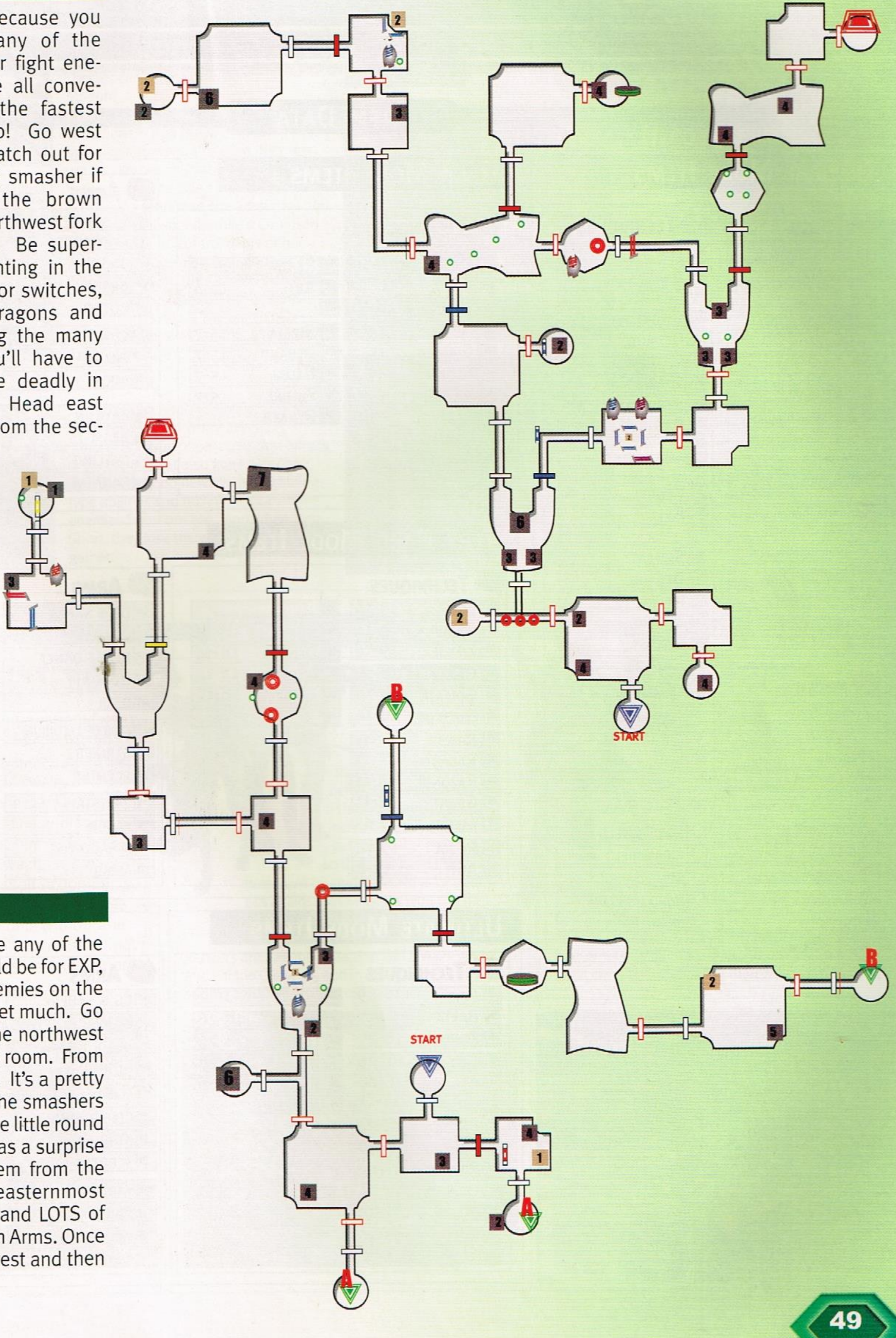
VARIATION A

It is incredibly easy to get lost in this variation of Cave 3, and this problem is compounded by two warps that leave you with no way to return and two y-shaped rooms with forks going every-which way. Fortunately, this map also has the easiest direct route–Just go east, take the northwest fork in the big square room, and take the northwest fork again in the first y-shaped room. The only crazy bit along the way is the dark room, in which you have to kill all the enemies to make the door in the next room open. However, if you aren't high enough level to face the boss yet, feel free to face the myriad traps, Pan Arms, and bizarre side roads of the rest of this map. Just remember that both warps will dump you back near the beginning, forcing you to retrace your steps back to the boss room.


A
3
2
6
5
1
1
3
2
3
2
3
2
1
3
2
2
START
3
3
A

VARIATION B

This is a great map because you don't have to take any of the detours to get items or fight enemies for EXP – they're all conveniently placed along the fastest route to the boss warp! Go west from the first room (watch out for the double-speed third smasher if you want what's in the brown chests) and take the northwest fork in the y-shaped room. Be super-conservative when fighting in the long room with four floor switches, since vicious Nano Dragons and Guil Sharks are among the many waves of enemies you'll have to fight here, and all are deadly in such close quarters. Head east from there and north from the second y-shaped room.



VARIATION C

The only reason to take any of the detours in this map would be for EXP, but there are so few enemies on the way that you wouldn't get much. Go to the west, and take the northwest fork in the first y-shaped room. From there, go straight north. It's a pretty direct trip, but beware the smashers guarding each door in the little round room–They often come as a surprise since you can't see them from the outside. The northeasternmost room has lots of traps and LOTS of enemies, including a Pan Arms. Once you clear that area go west and then north to the boss warp.

EPISODE I

Mine 1

AREA

ITEM DATA

NORMAL MODE ITEMS

TOOLS

- MONOMATE
- DIMATE
- TRIMATE
- MONOFLUID
- DIFLUID
- TRIFLUID
- ANTIDOTE
- ANTIPARALYSIS
- SOL ATOMIZER
- MOON ATOMIZER
- STAR ATOMIZER
- TELEPIPE
- TRAP VISION
- MONOGRINDER
- DIGRINDER
- TRIGRINDER
- MATERIAL (MISC.)
- SCAPE DOLL

TECHNIQUES

FOIE	L2-4
BARTA	L2-4
ZONDE	L2-4
GIFOIE	L-2
GIBARTA	L-2
GIZONDE	L-2
RAFOIE	L-1
RABARTA	L-1
RAZONDE	L-1
GRANTS	L1-2
MEGID	L1-2
RESTA	L2-4
ANTI	L1-2
REVERSER	
SHIFTA	L2
DEBAND	L2
JELLEN	L2
ZALURE	L2
RYUKER	

ARMS

- BRAND
- SWORD
- KNIFE
- PARTISAN
- SLICER
- STICK
- ROD
- WAND
- AUTOGUN
- RIFLE
- MECHGUN
- SHOT

GUARDS

- PSY ARMOR
- GIGA FRAME
- SOUL FRAME
- CROSS ARMOR
- SOLID FRAME
- CORE SHIELD
- GIGA SHIELD
- SOUL BARRIER
- HARD SHIELD
- BRAVE BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★☆☆☆☆☆☆☆☆

38 HP 99/162
TP 0/0
Lv 22 Target
Gillchic
Attribute:Machine

HARD MODE ITEMS

TECHNIQUES

FOIE	L8-10	RESTA	L8-10
BARTA	L8-10	ANTI	L2-4
ZONDE	L8-10	REVERSER	
GIFOIE	L5-7	SHIFTA	L5-7
GIBARTA	L5-7	DEBAND	L5-7
GIZONDE	L5-7	JELLEN	L5-7
RAFOIE	L5-6	ZALURE	L5-7
RABARTA	L5-6	RYUKER	
RAZONDE	L5-6		
GRANTS	L4-5		
MEGID	L3-4		

ARMS

- GLADIUS
- CLAYMORE
- EDGE
- GLAIVE
- CUTTER
- CLUB
- PILLAR
- BATON
- RAYGUN
- BEAM
- GATLING
- CANNON

GUARDS

- HYPER FRAME
- GRAND ARMOR
- SHOCK FRAME
- KING'S FRAME
- DRAGON FRAME
- FLAME BARRIER
- PLASMA BARRIER
- FREEZE BARRIER
- PSYCHIC BARRIER
- GENERAL SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★☆☆☆☆☆

VERY HARD MODE ITEMS

TECHNIQUES

FOIE	L9-14	REVERSER	
BARTA	L9-14	SHIFTA	L8-14
ZONDE	L9-14	DEBAND	L8-14
GIFOIE	L8-14	JELLEN	L8-14
GIBARTA	L8-14	ZALURE	L8-14
GIZONDE	L8-14	RYUKER	
RAFOIE	L5-11		
RABARTA	L5-11		
RAZONDE	L5-11		
GRANTS	L5-11		
MEGID	L5-11		
RESTA	L9-14		
ANTI	L3-6		

ARMS

- DB'S SABER
- CALIBUR
- BLADE DANCE
- GUNGNIR
- DISKA
- CLUB OF LACONIUM
- STRIKER
- SCEPTER
- VARISTA
- LASER
- M&A60 VISE
- ARMS

GUARDS

- DRAGON FRAME
- ABSORB ARMOR
- PROTECT FRAME
- GENERAL ARMOR
- PERFECT FRAME
- GENERAL SHIELD
- PROTECT BARRIER
- GLORIOUS SHIELD
- IMPERIAL BARRIER
- GUARDIAN SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★★★☆☆☆

ULTIMATE MODE ITEMS

TECHNIQUES

FOIE	L18-29	REVERSER	
BARTA	L21-30	SHIFTA	L18-26
ZONDE	L18-29	DEBAND	L18-26
GIFOIE	L18*26	JELLEN	L18-26
GIBARTA	L18-26	ZALURE	L18-26
GIZONDE	L18-26	RYUKER	
RAFOIE	L18-24		
RABARTA	L21-30		
RAZONDE	L18-24		
GRANTS	L18-24		
MEGID	L18-24		
RESTA	L18-30		
ANTI	L4-7		

ARMS

- DB'S SABER
- CALIBUR
- BLADE DANCE
- GUNGNIR
- DISKA
- CLUB OF LACONIUM
- STRIKER
- SCEPTER
- VARISTA
- LASER
- M&A60 VISE
- ARMS

GUARDS

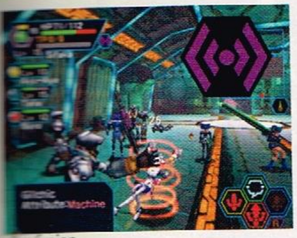
- DRAGON FRAME
- ABSORB ARMOR
- PROTECT FRAME
- PROTECT FRAME
- PERFECT FRAME
- GENERAL SHIELD
- PROTECT BARRIER
- GLORIOUS SHIELD
- IMPERIAL BARRIER
- GUADIAN SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

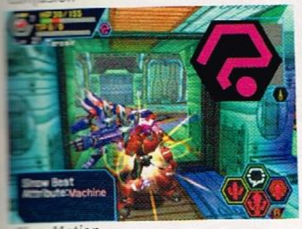
★★★★★★★☆☆☆

STRATEGY DATA

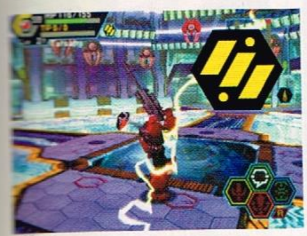
NEW TRAPS AND CONDITIONS



Confusion



Slow Motion

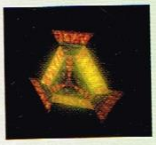


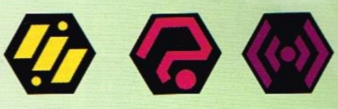
Short

There are weird yellow traps everywhere in the maps, and you could end up inflicted with one of a number of conditions if you spring one. Humans and Newmans can get Poisoned, and any species can catch Confusion or Slow Motion.

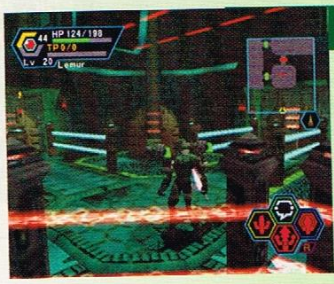
The nice thing about the latter two conditions is that they go away by themselves in a few seconds. But the traps are usually set on the battle field, and they can get you killed in that time period. A Slow Motioned character runs and attacks at half speed, while a Confused character has no control of his or her directional movement (you don't attack friends, though... Only enemies do that). You can get both of these conditions from enemies, too... The punch of a Gillchic carries slow motion, and Sinow Beats can cause Confusion.

if you're an Android, you have one more condition to worry about. A "Short" is a type of paralysis that affects only machines (it also goes away by itself). The good news is that lightning-type abilities and techniques can make enemies Short out too. And when they Short, they lose the ability to move altogether.



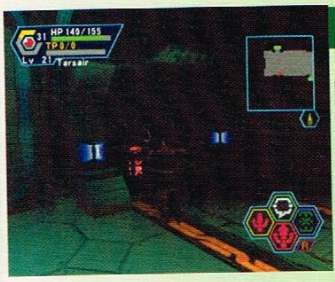


DECOY TERMINALS



Just because you see a Terminal doesn't mean it unlocks anything. Whenever you see multiple terminals of the same color, use a Trap Vision. The decoys here (on the left and right) do nothing but trick you into walking into traps.

DARKER ROOMS

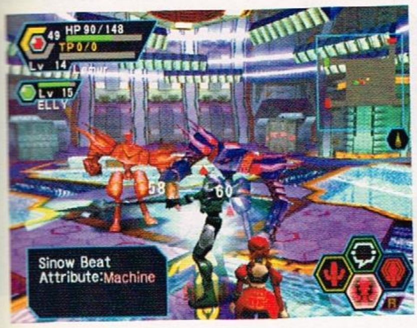


Dark rooms are more dangerous here, and the switches are hidden better. They may be in alcoves like this one (and impossible to see from the entrance), but sometimes they're not even in the same room!

STRATEGY BY CLASS

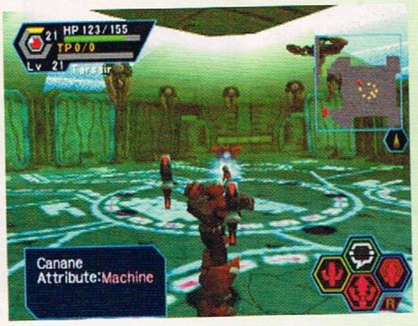
HUNTERS

Hunters should use a Sword or Partisan in the Mines, since only the wide sweep of those weapons can keep the hordes of enemies in this area at bay. HUmars and HUnewearls will want Zonde on their Action Bar, so they can bring down high-flying Canadines. HUcasts will have a tough time without that capability, and if they're going solo, they may want to consider using guns instead of more traditional Hunter weapons.



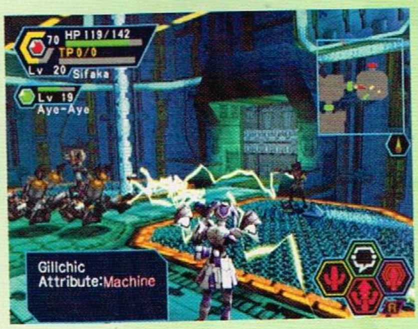
RANGERS

Rifles are great here, since Gill-chics are among the enemies that can be destroyed before they even notice you. If they do begin to attack, make sure to vary your targets and hit them all in turn, so they can't use their own guns. Use hit-and-cower-in-a-corridor tactics against Sinow Beats (you can hit them while they're on ceiling), since you don't stand a good chance in melee combat. Rangers are the one class that can always get to and kill the Cananes, and in multi-player, you should consider it your duty to do so.



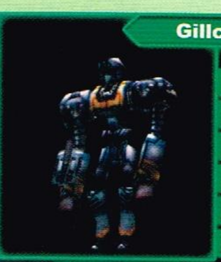
FORCES

The Mines enemies pack a punch, so Forces need to hang back and stay out of the battle whenever possible. Razonde is a great way to get in your hits and run away, but that's a rare find. If you don't have it, you'll have to make do with Zonde and Gizonde. The only other spells that are useful are Foie and Rafoie, for Sinow Golds. Note that Zonde spells pack an extra punch against machines, especially at high levels. Shorting out enemies will freeze them in place until other characters can get in for a kill.



ENEMY DATA

Gillchic



Resistances	
EFR	80
EIC	80
ETH	0
ELC	0
EDK	25
ESP	5

HP	Normal	Hard	V.Hard	Ultimate
Offline	130	467	813	1997
Online	176	609	1076	2996

XP	Normal	Hard	V.Hard	Ultimate
Either	18	61	116	312

Canadine

Resistances	
EFR	100
EIC	0
ETH	0
ELC	60
EDK	20
ESP	0

HP	Normal	Hard	V.Hard	Ultimate
Offline	140	477	825	1681
Online	188	622	1091	2522

XP	Normal	Hard	V.Hard	Ultimate
Either	16	58	112	304

Canane

Resistances	
EFR	0
EIC	0
ETH	70
ELC	60
EDK	35
ESP	10

HP	Normal	Hard	V.Hard	Ultimate
Offline	200	540	900	1681
Online	260	699	1185	2522

XP	Normal	Hard	V.Hard	Ultimate
Either	17	60	114	304

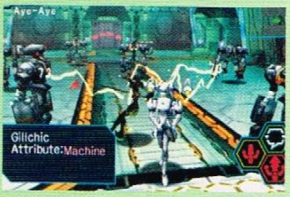
Sinow Beat

Resistan	
EFR	0
EIC	5
ETH	0
ELC	6
EDK	3
ESP	2

HP	Normal	Hard	V.Hard	Ulti
Offline	220	561	1100	222
Online	284	724	1600	333

XP	Normal	Hard	V.Hard	Ulti
Either	20	64	120	32

GILLCHICS



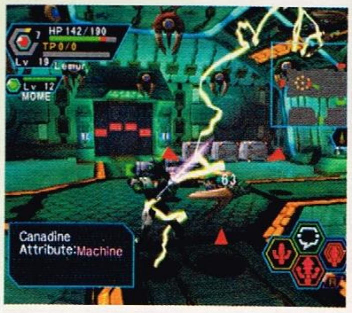
Ranged weapons are best versus Gillchics. Not only do they keep you out of range of your foes' Slow Motion-inflicting double punches, they give you the opportunity to hit the fallen Gillchics while they're down. Any hit will knock a Gillchic to the floor, but if you continue with the three-hit combo, the next two hits will also do damage (if it's not part of the combo that knocked them down, you won't be able to target them at all). Guns also give you the opportunity to wipe out the whole pack from a distance, before they can lumber towards you or even register your existence. The only threat is that they're capable of firing back... If a Gillchic stops moving, it means it's preparing to fire, so you'd better be ready to hit it first.

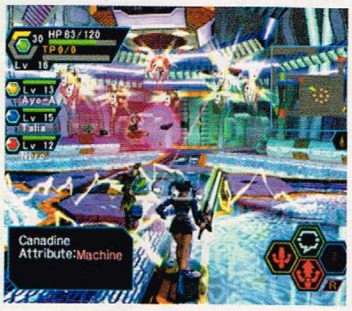
CANADINES

Canadines appear both individually and in rings led by a red Canane. When you see a Canane, try to infiltrate the ring and blow it away (guns and Foie techniques are best). Then get out of there, 'cause the Canane's death will make all the Canadines spiral out of control, and they'll all rush you so you'll be caught in the blast when they detonate in a few seconds.

Individually, zippy Canadines are annoying, but easily evaded. Their red tracking beams give you plenty of time to step out of the way before they fire their lightning blasts, and their close range electic bursts don't do much damage. But Androids need to watch out, since either attack can cause the Short condition.

If they stay in the air and won't come down, you'll need to use a gun or Zonde to bring 'em down to Hunter range.





Sinow Gold

Resistan	
EFR	0
EIC	5
ETH	9
ELC	1
EDK	3
ESP	2

HP	Normal	Hard	V.Hard	Ulti
Offline	180	519	1000	190
Online	236	673	1500	285

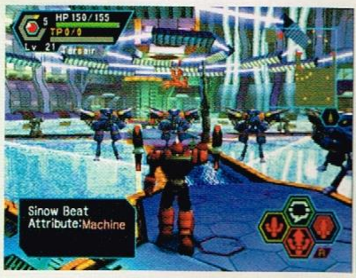
XP	Normal	Hard	V.Hard	Ulti
Either	20	64	120	32

SINOWS

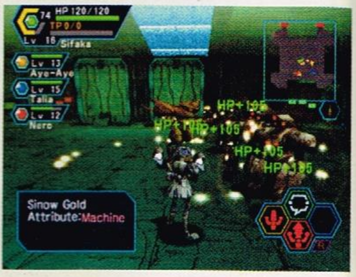
Sinow Beats are the most dangerous enemies in the first level of the Mines. Their rapid-fire punches can cause Confusion if they don't kill you outright, so it's imperative you not let them get close enough to use it. That's trickier than it sounds, since long-range attacks are ineffective (they'll retaliate with a leaping slash and cross the distance between you in no time). Your best bets are powerful spells (Zonde is fine versus Sinow Beats, but only Foie is effective against both) and large close-range weapons like Swords and Partisans. Rangers will want to hide behind the Hunters or rely on cheesy hit-and-hide tactics (they can even shoot Sinows while they're hanging on the ceiling). But be forewarned: Occasionally a Sinow will follow you out into the corridor.

Sinow Beat
Attribute:Machine

In addition to their different Resistances, the Beats and Golds have different attacks. Sinow Beats can do a Shadow Attack where they make many fake duplicates (shoot the real one to make them disappear), and Golds can cast high-level Resta techniques to heal themselves and every other enemy in the room.



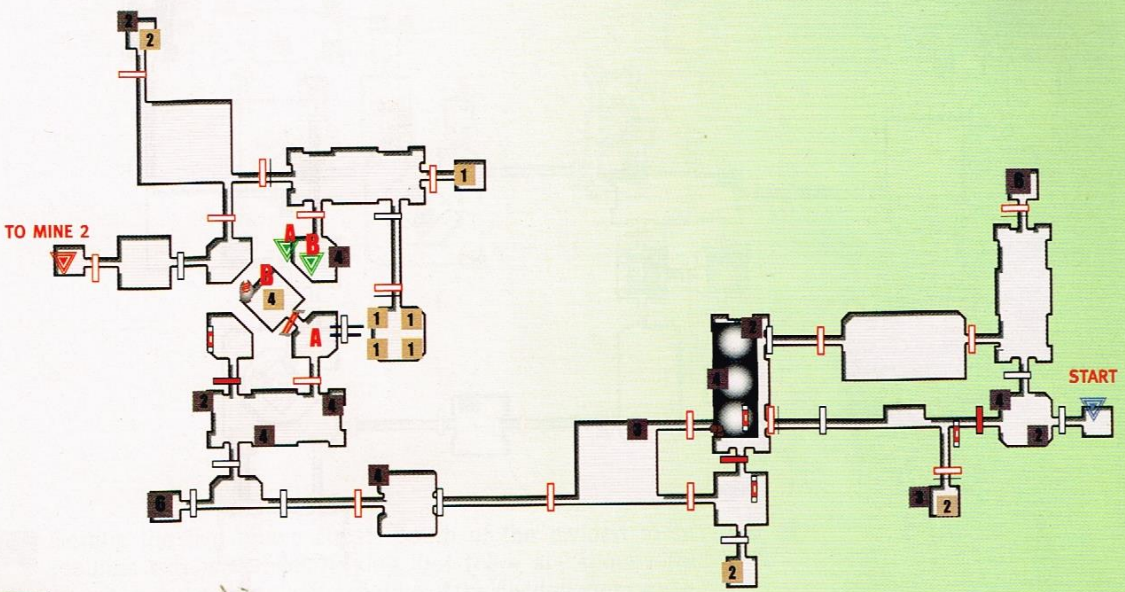
Sinow Beat's Shadow Attack



Sinow Gold's high-level Resta

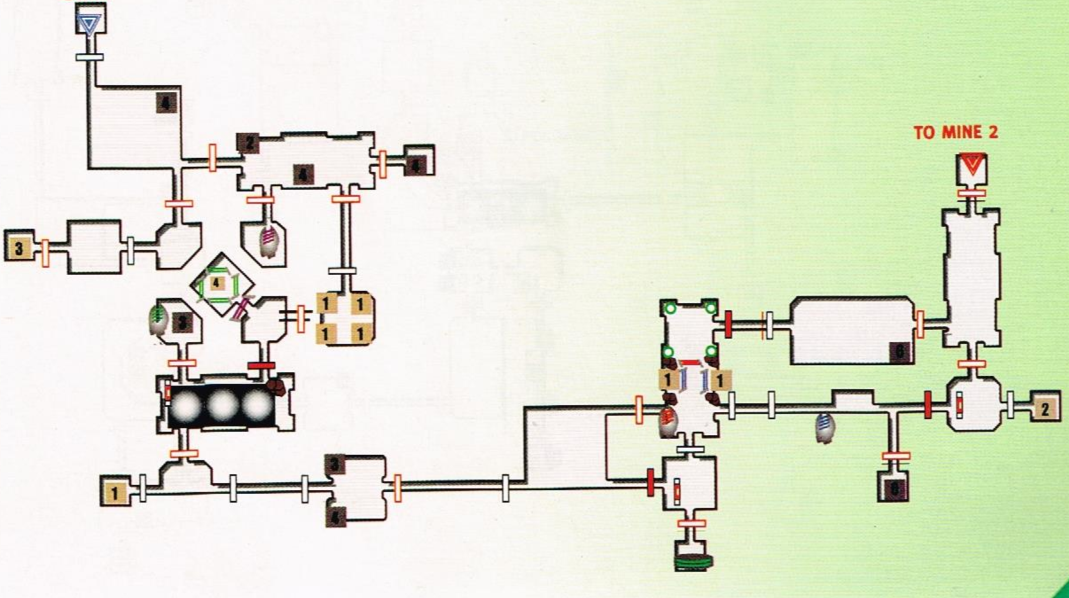
VARIATION A

Usually the detours in the Mine varations, unlike many of the Cave variations, are at least somewhat rewarding, but not in this one! Go straight west from the starting teleport until you get to the three-way room after the dark room. The enemies there will keep coming after the door has opened, so stick around if you want a little more EXP. The room after that (still heading west) has three Sinows, so keep a wary eye on the ceiling as you cross. The only detour worth taking is the Warp B one, if you don't mind a little backtracking.



VARIATION B

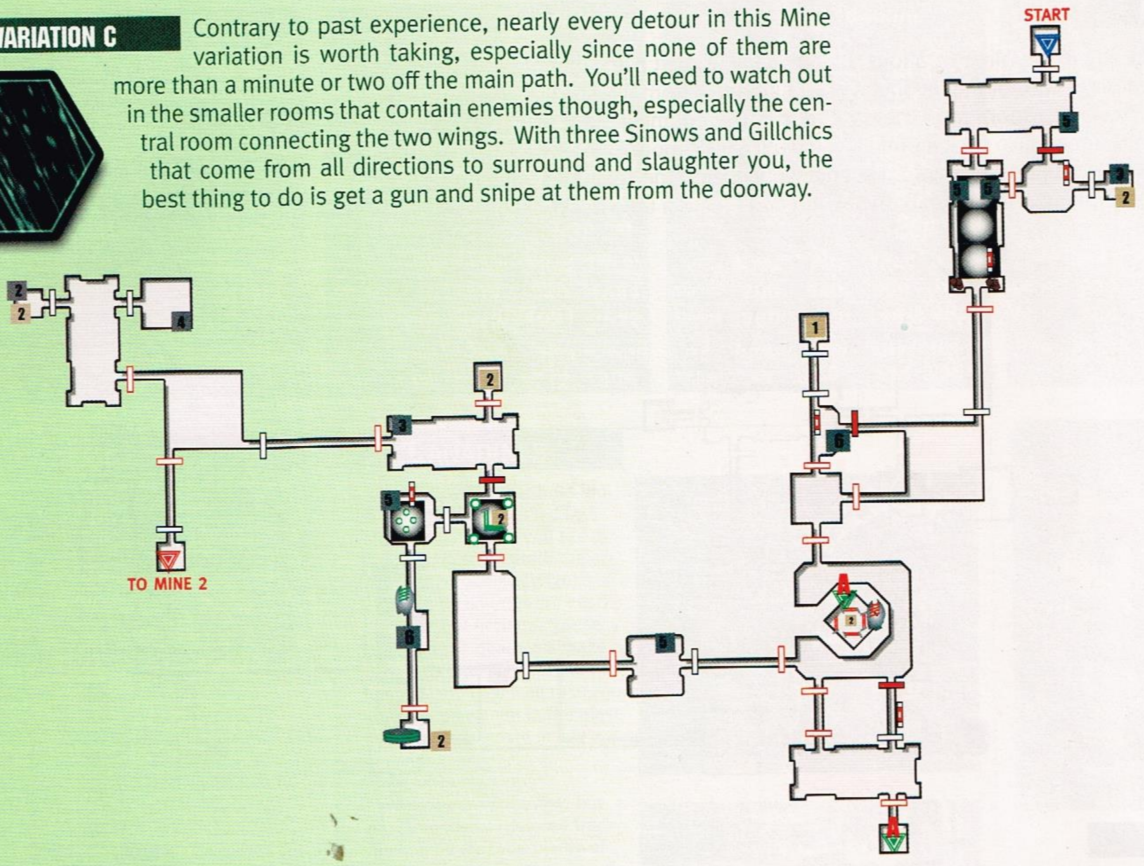
Since there's a lot of good stuff to be found in this area, it's certainly worth checking out the four brown chests protected by the double barriers in the center of the west wing. It involves a little extra work, but the hot weapons and armor are excellent compensation. But beware the room just to the west, with a brown chest in each corner! Two of the chests are decoys that contain a trio of Gillchics each.



MAP DATA (CONT.)

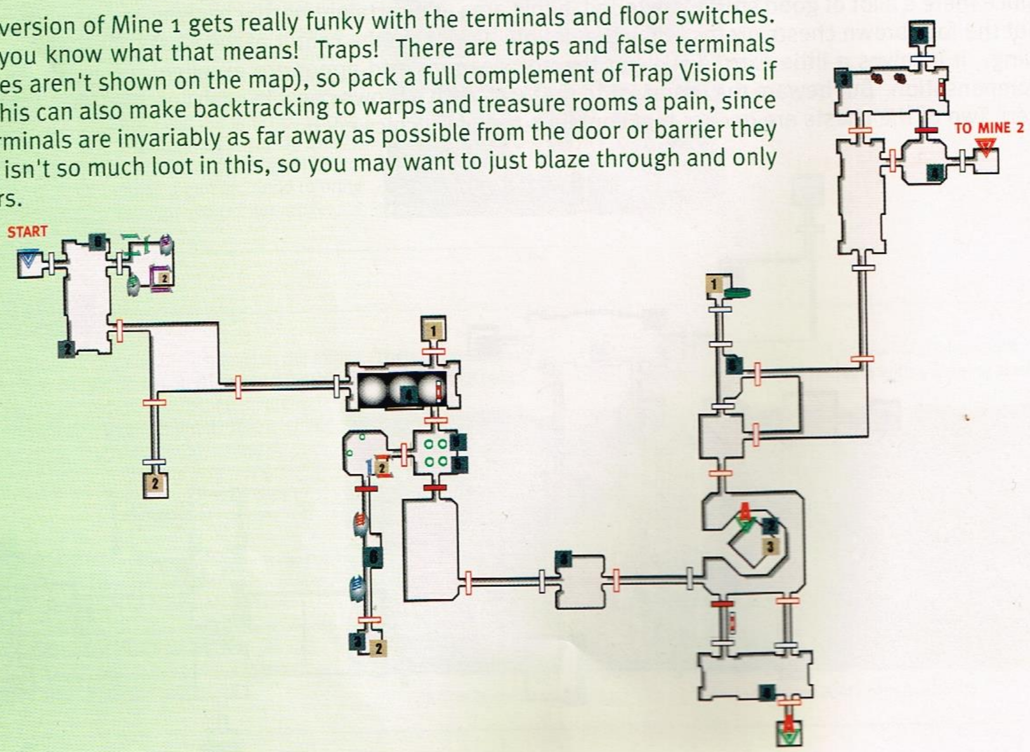
VARIATION C

Contrary to past experience, nearly every detour in this Mine variation is worth taking, especially since none of them are more than a minute or two off the main path. You'll need to watch out in the smaller rooms that contain enemies though, especially the central room connecting the two wings. With three Sinows and Gillchics that come from all directions to surround and slaughter you, the best thing to do is get a gun and snipe at them from the doorway.



VARIATION D

This version of Mine 1 gets really funky with the terminals and floor switches. And you know what that means! Traps! There are traps and false terminals everywhere (the fake ones aren't shown on the map), so pack a full complement of Trap Visions if you're not an Android. This can also make backtracking to warps and treasure rooms a pain, since the real switches and terminals are invariably as far away as possible from the door or barrier they are connected to. There isn't so much loot in this, so you may want to just blaze through and only take the simplest detours.

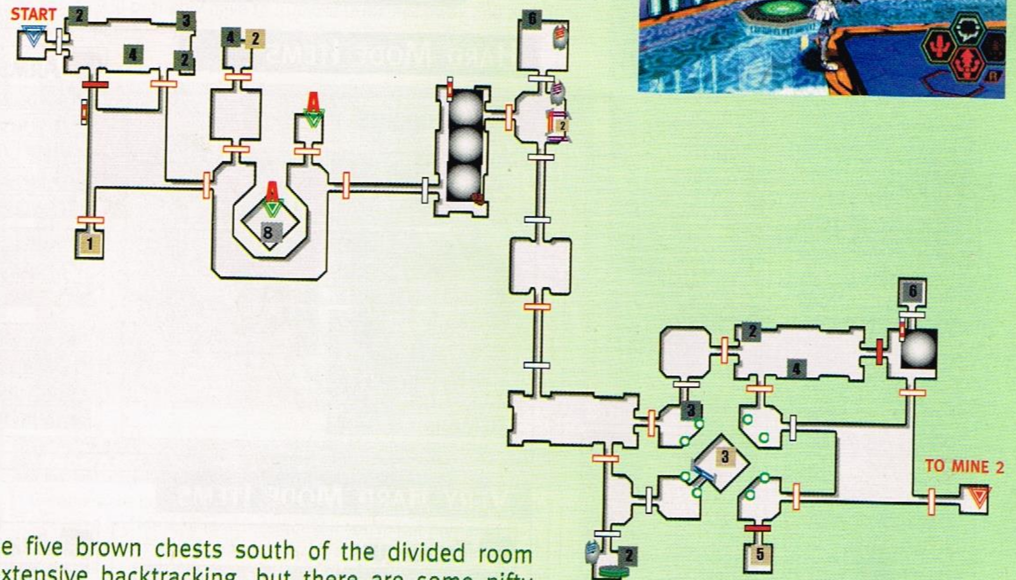


Map Data (cont.)

VARIATION E

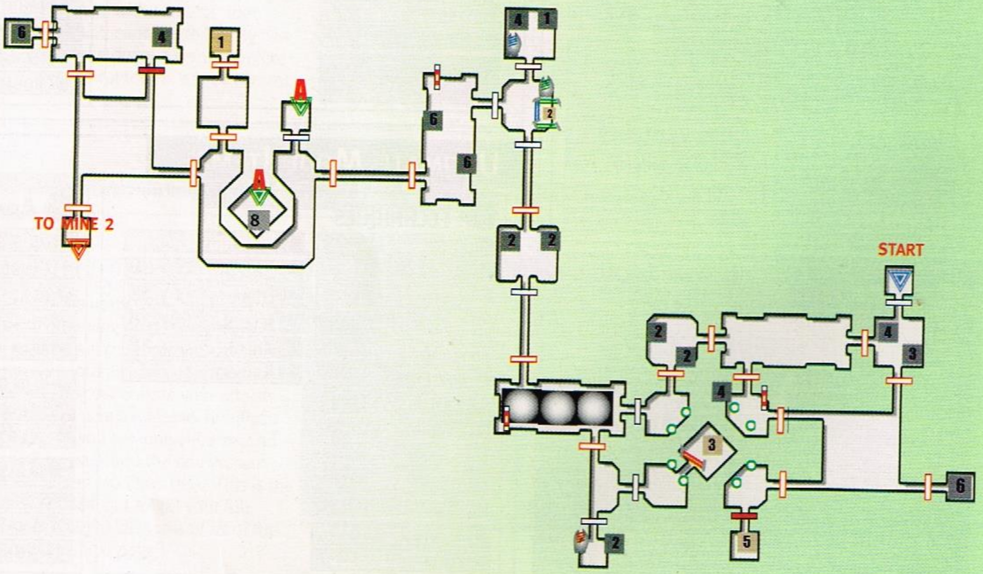
This map variation has very few enemies – rarely more than one wave per room. However, the central room connecting the north and south wings has at least 3 Sinows and several waves of other enemies that can be deadly in such close quarters. If you're up for a short side trip you can run around the divided room and hit all of the floor switches (one of each pair is always trapped) to open the treasure room west of the Mine 2 warp... It's not so much out of your way, and you can pick up a Star Atomizer and some nice armor.

32 HP 83/120
TP 0/0
Lv 16 Rifaka
Lv 13 Aye Aye
Lv 15 Talia
Lv 12 Nuro



VARIATION F

Getting the five brown chests south of the divided room requires extensive backtracking, but there are some nifty items there, and you can nab the treasure in the middle of the divided room while you're at it. In fact, this whole variation is really just a treasure quest – there are chests full of goodies in nearly every room. The only place you need to be conservative about your pillaging in is in the long room connecting the east and west wings– About half of the 12 chests are decoys that contain enemies. Open them one at a time since you only need to kill one boxful of Gillchics for the door to open.



EPISODE I

Mine 2

AREA

ITEM DATA

NORMAL MODE ITEMS

TOOLS

- MONOMATE
- DIMATE
- TRIMATE
- MONOFLUID
- DIFLUID
- TRIFLUID
- ANTIDOTE
- ANTIPARALYSIS
- SOL ATOMIZER
- MOON ATOMIZER
- STAR ATOMIZER
- TELEPIPE
- TRAP VISION
- MONOGRINDER
- DIGRINDER
- TRIGRINDER
- MATERIAL (MISC.)
- SCAPE DOLL

TECHNIQUES

FOIE	L3-5
BARTA	L3-5
ZONDE	L3-5
GIFOIE	L-2-3
GIBARTA	L-2-3
GIZONDE	L-2-3
RAFOIE	L-1-2
RABARTA	L-1-2
RAZONDE	L-1-2
GRANTS	L1-2
MEGID	L1-2
RESTA	L3-5
ANTI	L1-2
REVERSER	
SHIFTA	L2-3
DEBAND	L2-3
JELLEN	L2-3
ZALURE	L2-3
RYUKER	

ARMS

- BUSTER
- GIGUSH
- KNIFE
- PARTISAN
- SLICER
- MACE
- POLE
- WAND
- LOCKGUN
- SNIPER
- MECHGUN
- SHOT

GUARDS

- GIGA FRAME
- SOUL FRAME
- CROSS ARMOR
- SOLID FRAME
- BRAVE ARMOR
- GIGA SHIELD
- SOUL BARRIER
- HARD SHIELD
- BRAVE BARRIER
- SOLID SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★☆☆☆☆☆☆☆

30
HP 174/198
TP 0/0
Lv 20 Lemur
116
Dubchic
Attribute:Machine

HARD MODE ITEMS

TECHNIQUES

FOIE	L9-10
BARTA	L9-10
ZONDE	L9-10
GIFOIE	L6-8
GIBARTA	L6-8
GIZONDE	L6-8
RAFOIE	L5-7
RABARTA	L5-7
RAZONDE	L5-7
GRANTS	L4-5
MEGID	L4-6
RESTA	L9-10
ANTI	L2-4
REVERSER	
SHIFTA	L6-8
DEBAND	L6-8
JELLEN	L6-8
ZALURE	L6-8
RYUKER	

ARMS

- GLADIUS
- CLAYMORE
- EDGE
- BERDYS
- SAWCER
- CLUB
- STRIKER
- SCEPTER
- RAYGUN
- BEAM
- GATLING
- LAUNCHER

GUARDS

- GRAND ARMOR
- SHOCK FRAME
- KING'S FRAME
- DRAGON FRAME
- ABSORB ARMOR
- PLASMA BARRIER
- FREEZE BARRIER
- PSYCHIC BARRIER
- GENERAL SHIELD
- PROTECT BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★☆☆☆☆

VERY HARD MODE ITEMS

TECHNIQUES

FOIE	L9-14
BARTA	L9-14
ZONDE	L9-14
GIFOIE	L8-14
GIBARTA	L8-14
GIZONDE	L8-14
RAFOIE	L6-11
RABARTA	L6-11
RAZONDE	L6-11
GRANTS	L5-11
MEGID	L5-11
RESTA	L9-14
ANTI	L3-6
REVERSER	
SHIFTA	L8-14
DEBAND	L8-14
JELLEN	L8-14
ZALURE	L8-14
RYUKER	

ARMS

- DB'S SABER
- CALIBUR
- BLADE DANCE
- GUNGNIR
- DISKA
- CLUB OF LACONIUM
- STRIKER
- SCEPTER
- VARISTA
- VISK-235W
- M&A60 VISE
- CRUSH BULLET

GUARDS

- ABSORB ARMOR
- PROTECT FRAME
- GENERAL ARMOR
- PERFECT FRAME
- VALIANT FRAME
- PROTECT BARRIER
- GLORIOUS SHIELD
- IMPERIAL BARRIER
- GUARDIAN SHIELD
- DIVINITY BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★★★☆☆

ULTIMATE MODE ITEMS

TECHNIQUES

FOIE	L19-29
BARTA	L21-30
ZONDE	L21-30
GIFOIE	L19-28
GIBARTA	L19-28
GIZONDE	L19-28
RAFOIE	L21-30
RABARTA	L19-26
RAZONDE	L19-26
GRANTS	L19-26
MEGID	L19-26
RESTA	L19-30
ANTI	L4-7
REVERSER	
SHIFTA	L19-28
DEBAND	L19-28
JELLEN	L19-28
ZALURE	L19-28
RYUKER	

ARMS

- DB'S SABER
- CALIBUR
- BLADE DANCE
- GUNGNIR
- DISKA
- CLUB OF LACONIUM
- STRIKER
- SCEPTER
- VARISTA
- VISK-235W
- M&A60 VISE
- CRUSH BULLET

GUARDS

- ABSORB ARMOR
- PROTECT FRAME
- GENERAL ARMOR
- PERFECT FRAME
- VALIANT FRAME
- PROTECT BARRIER
- GLORIOUS SHIELD
- IMPERIAL BARRIER
- GUADIAN SHIELD
- DIVINITY BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★★★★☆

ENEMY DATA

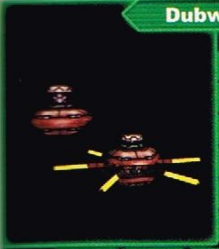
Dubchic

Resistances	
EFR	80
EIC	80
ETH	0
ELC	0
EDK	0
ESP	5

HP	Normal	Hard	V.Hard	Ultimate
Offline	150	488	838	2074
Online	200	635	1107	3111

XP	Normal	Hard	V.Hard	Ultimate
Either	3	11	22	50

Dubwitch



Resistances	
EFR	0
EIC	0
ETH	0
ELC	0
EDK	35
ESP	0

HP	Normal	Hard	V.Hard	Ultimate
Offline	300	615	975	2413
Online	380	790	1279	3594

XP	Normal	Hard	V.Hard	Ultimate
Either	0	0	0	0

Garanz

Resistances	
EFR	0
EIC	40
ETH	90
ELC	60
EDK	35
ESP	25

HP	Normal	Hard	V.Hard	Ultimate
Offline	410	729	1500	2525
Online	506	1000	2200	3788

XP	Normal	Hard	V.Hard	Ultimate
Either	22	67	124	328

DUBCHICS

Dubchics are basically just Gillchics with a stronger will to live. Smash them to pieces, and they just reform, possibly minus an arm or two. If you stick with it, they'll actually die for good after their forth or fifth dismemberment. But the better strategy is to simply destroy the Dubwitch, the brown orb with the yellow spikes that controls the Dubchics. Take it out, and they all go boom.

The Dubwitch likes to hide in the ceiling, which takes it out of reach of everything but guns (yep, you can hit it on the ceiling, even though you won't see the targeting cursor). Hunters and Forces will probably have to lure the Dubchics away and wait for their opportunity.

HP 87/120
TP 0/0
Lv 16 Sifaka
Lv 13 Aye-Aye
Lv 15 Talia
Lv 12 Nero
Dubchic
Attribute:Machine

HP 74/174
TP 0/0
Lv 17 Lemur
Lv 12 MOME

GARANZ

Garanzes are possibly the most feared enemies in all of Ragol. While they're mercifully rare, they could spell the end of even a high-level character's quest if you're not prepared.

The Garanz has only one attack... It shoots pairs of heat-seeking missiles that follow you around the room. Rangers can actually deal with them if they stand far away from the Garanz (but within gun range, of course) and just keep firing, since the missiles will always end up dipping into gun range if you're far enough away. A technique-capable character can destroy them with a really well-timed Razonde, but most characters will want to just get a healing item or technique on their action bar and rush the Garanz. If you break off its armor, it will just start firing more missiles, so hit-and-away tactics will probably backfire. By attacking the Garanz with reckless abandon, a well-coordinated party can easily take down a Garanz before things spiral too far out of control.

HP 175/175
TP 383/546
Lv 29
116
Garanz
Attribute:Machine

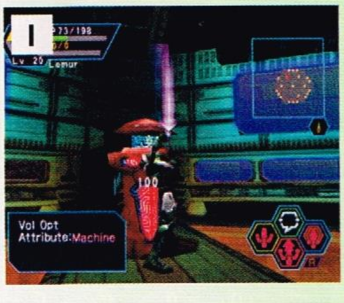
HP 116/198
TP 0/0
Lv 20 Lemur
Garanz
Attribute:Machine

BOSS DATA

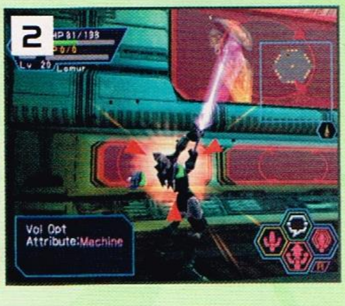
There are three elements to Vol Opt's first form. The weird little creature in the monitors, the electric totems that pop out of the floor, and the amplifier on the ceiling. The key to victory is hitting the right one at the right time.

Rangers and Forces can hit the amplifier on the ceiling, and should try to knock it down at the beginning of each cycle. This will cause the totems to stay out longer, giving you more time to kill them. The totems pop out and attack every few seconds, and you should quickly find and concentrate your attacks on the one that's glowing red (#1). Their first attack is unavoidable, but if you can quickly hit the red totem, you can prevent a second attack. When the totems go back into the floor, return your attention to the face in the monitors (#2). This is the easiest way to damage the boss, but to get your full quota of damage in, you'll need to kill some or all of the totems as well. (continued on next page.)

1



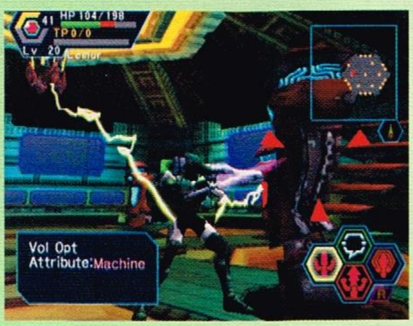
2



BOSS DATA (CONT.)

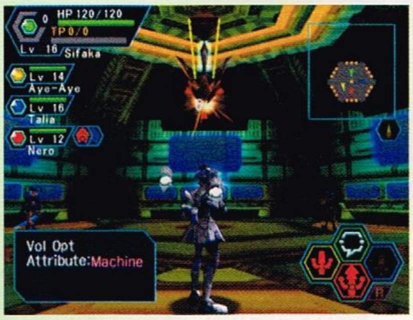
HUNTERS

Unless they have unusually strong techniques, Hunters have no way to deal with the amplifier on the ceiling. But that's fine, since their main duty is to concentrate on doing a ton of damage to the thing in the monitors and the electric totems. A Hunter can end this phase very quickly if he or she can get into a rhythm. Quick Saber and Dagger weapons work best.


HP 104/198
TP 0/0
Lv 20
Vol Opt
Attribute:Machine

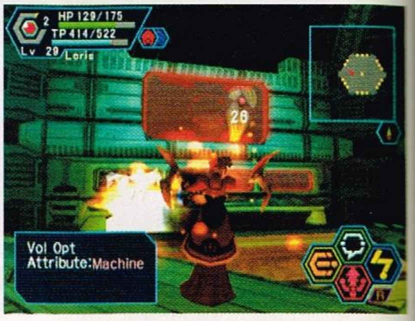
RANGERS

In Online Mode, the best way for Rangers to pitch in is to take down the amplifier on the ceiling whenever it reappears. Instead of rushing after the thing in the monitor, try to stay in one central location so you'll have a good view of the amplifier and the red totem. You can always hit the monitors from a distance.


HP 120/120
TP 0/0
Lv 16 Sifaka
Lv 14 Aye-Aye
Lv 16 Talia
Lv 12 Nero
Vol Opt
Attribute:Machine

FORCES

Even though Vol Opt's main weakness is Lightning, we've found the best technique to be good old Foie. It can hit the amplifier on the ceiling, its manual targeting is more reliable than Zonde, and its rapid-fire speed will allow you to make short work of the monitors. Best of all, it's cheap... And you'll need to conserve lots of TP for Resta and Shifta.


HP 129/175
TP 414/522
Lv 28 Loris
26
Vol Opt
Attribute:Machine

The strategy for Vol Opt's second form is the same for any character. Dodge, and attack with your strongest weapon or best technique whenever you can (again, Foie is good, as is Gizonde and Razonde if you have lots of Fluids). If you've mastered the timing of dodging De Rol Le's tentacle (two 3-hit combos, then start running), and are adept at running in a circle, you'll do great against Vol Opt. Its three attacks have the same basic timing, and all of them can be avoided if you start running around the loop before it begins the attack. The one exception is when it starts absorbing energy from the rear unit (#3). That just means it's healing itself, and you should keep attacking to compensate.

Its pillar attack is telegraphed by the red tracking beams, and if you're anywhere near it when you see those, you'd better get ready to run (#4). If you mess up and get hit by one pillar, you'll get hit by all of them, so you'll need to use the tiny pause between them to heal yourself with an item (Resta is too slow) or you're dead. The missiles Vol Opt fires can be outrun, but get an early start as soon as it opens the hatch. Oddly, the missiles won't hit anyone except the person they were launched at, so everyone else can keep on hacking. Its final attack is to fire a small energy orb that encases anyone it hits in stone (#5). It's very easy to dodge, but if it catches you you'll be paralyzed. Yell for help, and if your party members are good folk, they'll hack away at the stone before Vol Opt can fry you with a row of lasers.

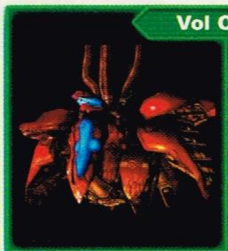
Vol Opt I

Resistances	
EFR	30
EIC	30
ETH	15
ELC	30
EDK	100
ESP	100

HP	Normal	Hard	V.Hard	Ultimate
Offline	2400	3500	5500	12000
Online	3500	5500	12000	18000

XP	Normal	Hard	V.Hard	Ultimate
Either	0	0	0	0

Vol Opt 2

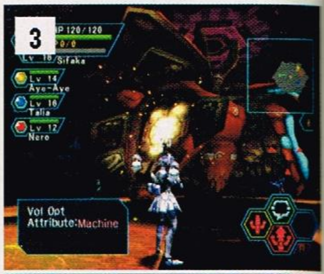


Resistances	
EFR	50
EIC	35
ETH	15
ELC	30
EDK	100
ESP	100

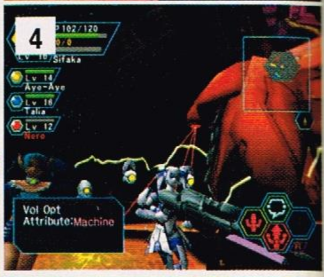
HP	Normal	Hard	V.Hard	Ultimate
Offline	4300	6000	8500	16000
Online	7400	13000	26000	27000

XP	Normal	Hard	V.Hard	Ultimate
Either	1100	3000	7700	16300

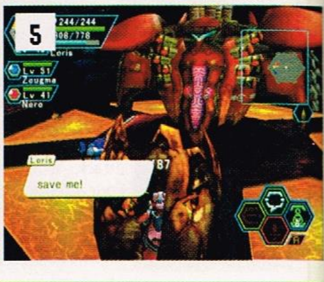
3


HP 120/120
Lv 16 Sifaka
Lv 14 Aye-Aye
Lv 16 Talia
Lv 12 Nero
Vol Opt
Attribute:Machine

4


HP 102/120
Sifaka
Lv 14 Aye-Aye
Lv 16 Talia
Lv 12 Nero
Vol Opt
Attribute:Machine

5


244/244
108/778
Loris
Lv 51 Zougma
Lv 41 Nero

Loris

save me!

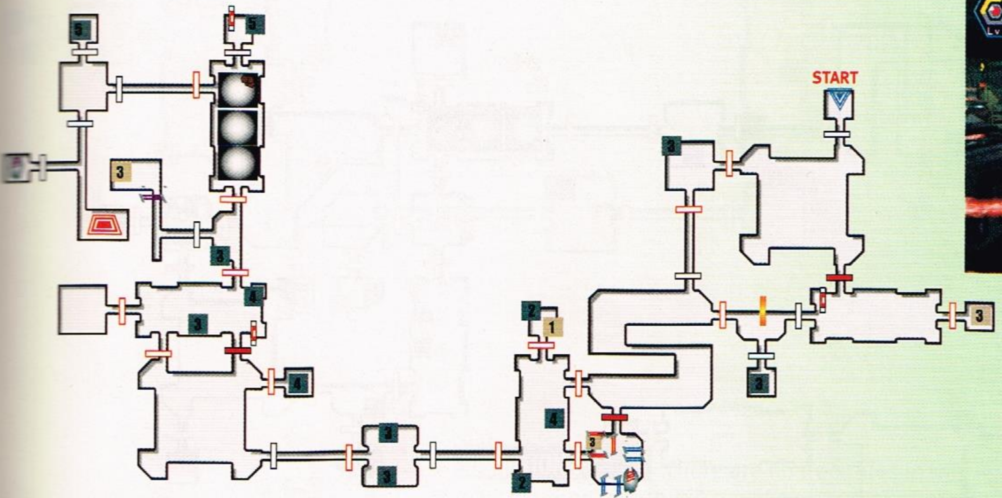
MAP DATA

VARIATION A

You can get all the treasure you really need from this variation in the rooms along the way to the boss warp, so unless you are desperate for a healing rig or something, you should probably just skip the side trips. If you hit the room with the blue and red barriers, beware the traps that surround the fake terminals, and note that deactivating the real one will also open the door back to the S-shaped room.

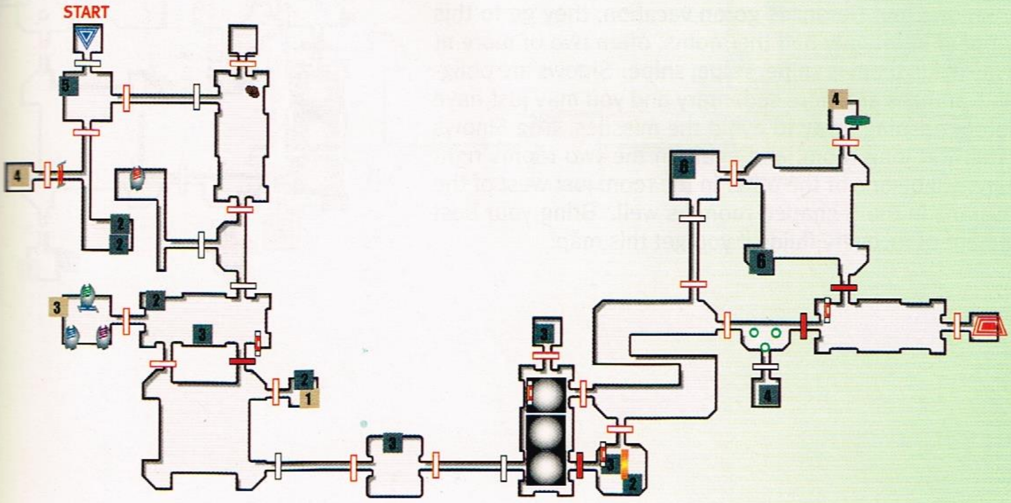
In both the first room of the west wing and the dark room north of it, you'll have to fight several waves of enemies including Sinows and Garanzes. Be prepared with some long-range weaponry or techniques so you don't have to rush into the middle of things and get yourself killed.

HP 124/198
TP 0/0
Lv 20
Lemur



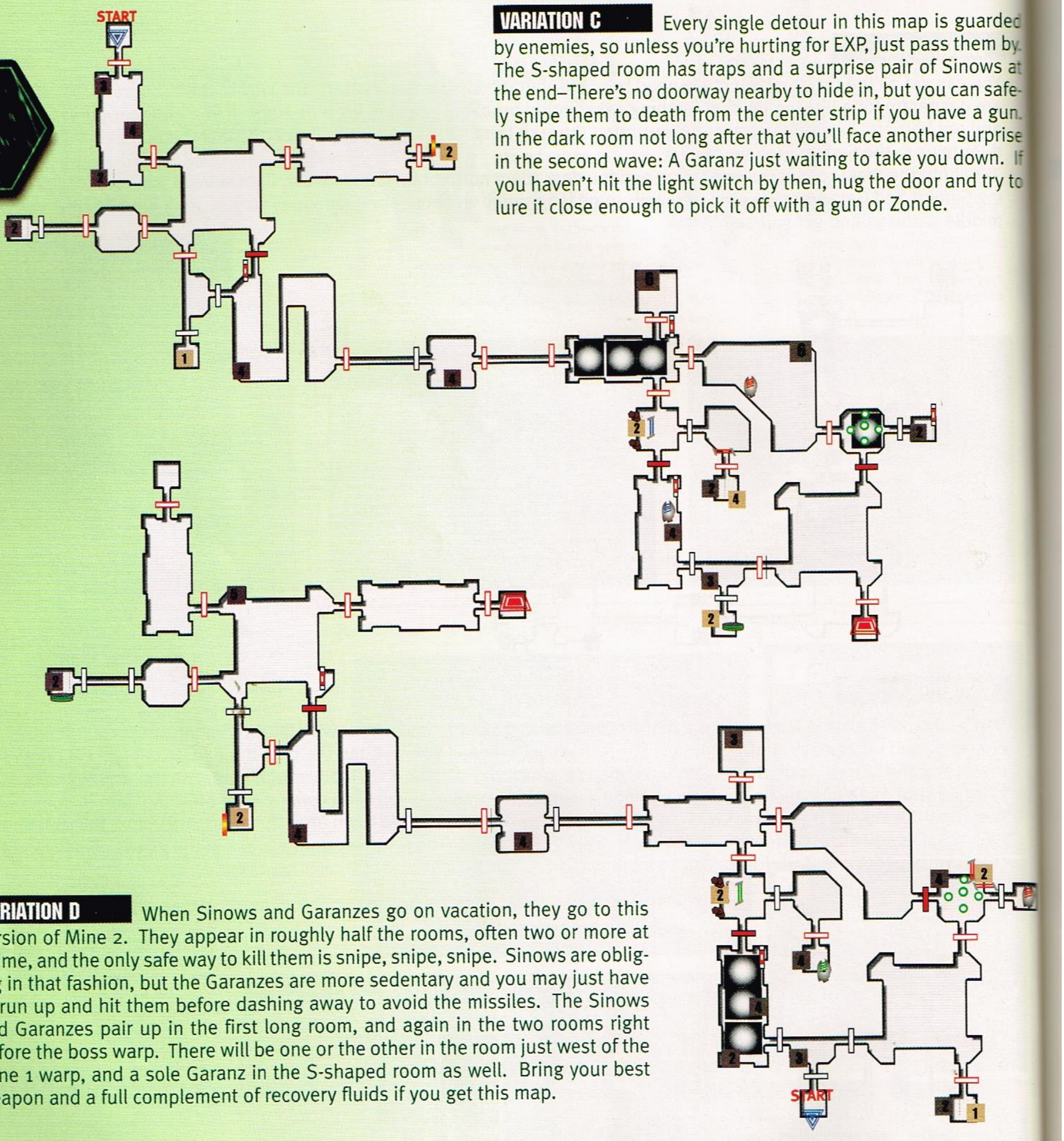
VARIATION B

Barrier madness strikes Mine 2, as most of the detours try to outdo each other with false terminals, trapped terminals, barrier mazes, and other crazy configurations. Experiment with them if you like, but the best thing to do is head east from the room after the Mine 1 warp, then south until you can go south no more, and finally roughly west all the way to the boss warp. In the central room (connecting the west and east wings), the enemies will keep coming even after the door is unlocked, so keep right on moving if you don't want to deal with them, The maddening room after that starts off with a full complement of Gillchics, Canadines, and Sinows... In the dark. Stay VERY close to the doorway until a break in the waves comes, and then cross your fingers and dash for the light switch.



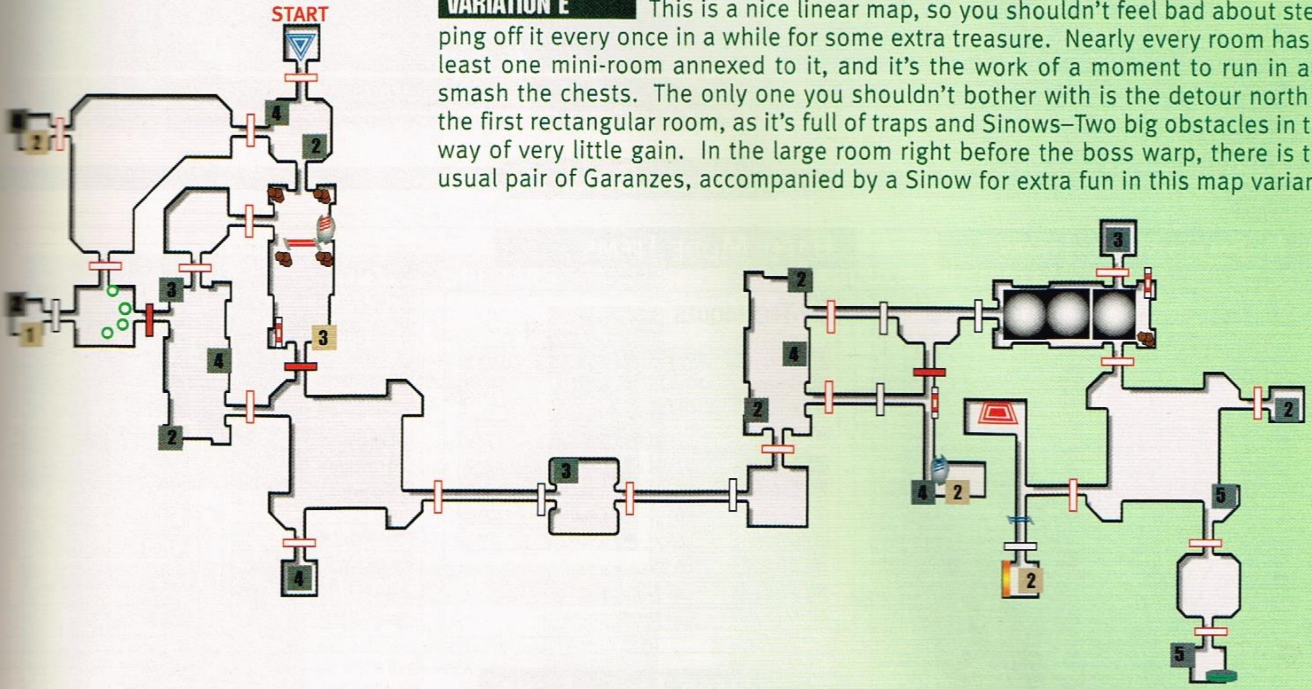
MAP DATA (CONT.)

VARIATION C Every single detour in this map is guarded by enemies, so unless you're hurting for EXP, just pass them by. The S-shaped room has traps and a surprise pair of Sinows at the end–There's no doorway nearby to hide in, but you can safely snipe them to death from the center strip if you have a gun. In the dark room not long after that you'll face another surprise in the second wave: A Garanz just waiting to take you down. If you haven't hit the light switch by then, hug the door and try to lure it close enough to pick it off with a gun or Zonde.

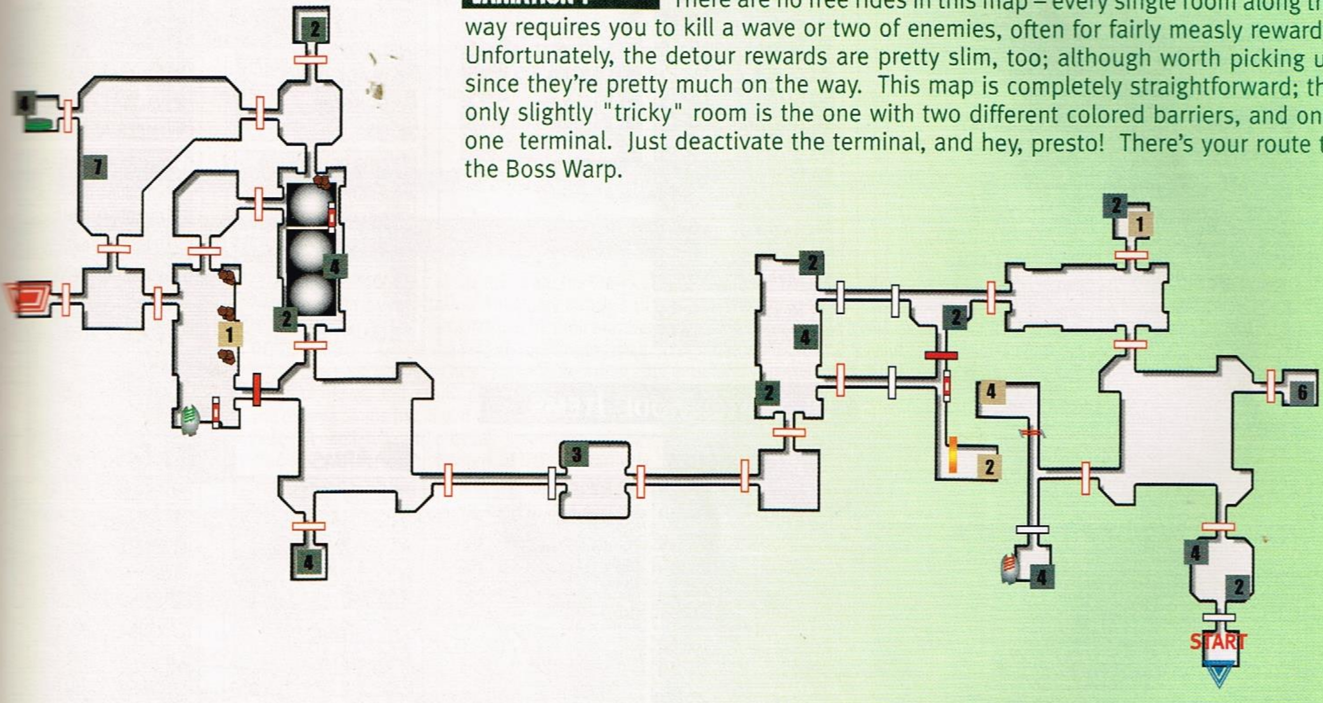


VARIATION D When Sinows and Garanzes go on vacation, they go to this version of Mine 2. They appear in roughly half the rooms, often two or more at a time, and the only safe way to kill them is snipe, snipe, snipe. Sinows are obliging in that fashion, but the Garanzes are more sedentary and you may just have to run up and hit them before dashing away to avoid the missiles. The Sinows and Garanzes pair up in the first long room, and again in the two rooms right before the boss warp. There will be one or the other in the room just west of the Mine 1 warp, and a sole Garanz in the S-shaped room as well. Bring your best weapon and a full complement of recovery fluids if you get this map.

VARIATION E This is a nice linear map, so you shouldn't feel bad about stepping off it every once in a while for some extra treasure. Nearly every room has at least one mini-room annexed to it, and it's the work of a moment to run in and smash the chests. The only one you shouldn't bother with is the detour north of the first rectangular room, as it's full of traps and Sinows–Two big obstacles in the way of very little gain. In the large room right before the boss warp, there is the usual pair of Garanzes, accompanied by a Sinow for extra fun in this map variant.



VARIATION F There are no free rides in this map – every single room along the way requires you to kill a wave or two of enemies, often for fairly measly rewards. Unfortunately, the detour rewards are pretty slim, too; although worth picking up since they're pretty much on the way. This map is completely straightforward; the only slightly "tricky" room is the one with two different colored barriers, and only one terminal. Just deactivate the terminal, and hey, presto! There's your route to the Boss Warp.



EPISODE I

Ruins 1 AREA

ITEM DATA

NORMAL MODE ITEMS

TOOLS

- MONOMATE
- DIMATE
- TRIMATE
- MONOFLUID
- DIFLUID
- TRIFLUID
- ANTIDOTE
- ANTIPARALYSIS
- SOL ATOMIZER
- MOON ATOMIZER
- STAR ATOMIZER
- TELEPIPE
- TRAP VISION
- MONOGRINDER
- DIGRINDER
- TRIGRINDER
- MATERIAL (MISC.)
- SCAPE DOLL

TECHNIQUES

FOIE	L4-6
BARTA	L4-6
ZONDE	L4-6
GIFOIE	L2-3
GIBARTA	L2-3
GIZONDE	L2-3
RAFOIE	L2-3
RABARTA	L2-3
RAZONDE	L2-3
GRANTS	L1
MEGID	L1
RESTA	L4-6
ANTI	L2
REVERSER	
SHIFTA	L2-3
DEBAND	L2-3
JELLEN	L2-3
ZALURE	L2-3
RYUKER	

ARMS

- BUSTER
- GIGUSH
- KNIFE
- PARTISAN
- SLICER
- MACE
- POLE
- WAND
- LOCKGUN
- SNIPER
- MECHGUN
- SHOT

GUARDS

- SOUL FRAME
- CROSS ARMOR
- SOLID FRAME
- BRAVE ARMOR
- HYPERFRAME
- SOUL BARRIER
- HARD SHIELD
- BRAVE BARRIER
- SOLID SHIELD
- FLAME BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★☆☆☆☆☆☆☆

7
HP 99/136
TP 0/0
Lv 19
Sifaka
20 20
Claw
Attribute:Dark

HARD MODE ITEMS

TECHNIQUES

FOIE	L10-12
BARTA	L10-12
ZONDE	L10-12
GIFOIE	L7-9
GIBARTA	L7-9
GIZONDE	L7-9
RAFOIE	L6-7
RABARTA	L6-7
RAZONDE	L6-7
GRANTS	L4-7
MEGID	L4-7
RESTA	L10-12
ANTI	L3-4
REVERSER	
SHIFTA	L7-9
DEBAND	L7-9
JELLEN	L7-9
ZALURE	L7-9
RYUKER	

ARMS

- GLADIUS
- CLAYMORE
- EDGE
- BERDYS
- SAWCER
- CLUB
- STRIKER
- SCEPTER
- RAYGUN
- BEAM
- GATLING
- LAUNCHER

GUARDS

- SHOCK FRAME
- KING'S FRAME
- DRAGON FRAME
- ABSORB ARMOR
- PROTECT FRAME
- FREEZE BARRIER
- PSYCHIC BARRIER
- GENERAL SHIELD
- PROTECT BARRIER
- GLORIOUS SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★☆☆☆☆☆

VERY HARD MODE ITEMS

TECHNIQUES

FOIE	L9-15
BARTA	L9-15
ZONDE	L9-15
GIFOIE	L8-15
GIBARTA	L8-15
GIZONDE	L8-15
RAFOIE	L6-12
RABARTA	L6-12
RAZONDE	L6-12
GRANTS	L6-12
MEGID	L6-12
RESTA	L9-15
ANTI	L3-6
REVERSER	
SHIFTA	L8-15
DEBAND	L8-15
JELLEN	L8-15
ZALURE	L8-15
RYUKER	

ARMS

- DB'S SABER
- CALIBUR
- BLADE DANCE
- GUNGNIR
- DISKA
- CLUB OF LACONIUM
- STRIKER
- SCEPTER
- VARISTA
- VISK-235W
- M&A60 VISE
- CRUSH BULLET

GUARDS

- PROTECT FRAME
- GENERAL ARMOR
- PERFECT FRAME
- VALIANT FRAME
- IMPERIAL ARMOR
- GLORIOUS SHIELD
- IMPERIAL BARRIER
- GUARDIAN SHIELD
- DIVINITY BARRIER
- ULTIMATE SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★★★☆☆☆

ULTIMATE MODE ITEMS

TECHNIQUES

FOIE	L20-29
BARTA	L20-29
ZONDE	L20-29
GIFOIE	L21-30
GIBARTA	L20-29
GIZONDE	L21-30
RAFOIE	L20-29
RABARTA	L20-29
RAZONDE	L20-29
GRANTS	L20-28
MEGID	L20-28
RESTA	L20-30
ANTI	L4-7
REVERSER	
SHIFTA	L20-30
DEBAND	L20-30
JELLEN	L20-30
ZALURE	L20-30
RYUKER	

ARMS

- DB'S SABER
- CALIBUR
- BLADE DANCE
- GUNGNIR
- DISKA
- CLUB OF LACONIUM
- STRIKER
- SCEPTER
- VARISTA
- VISK-235W
- M&A60 VISE
- CRUSH BULLET

GUARDS

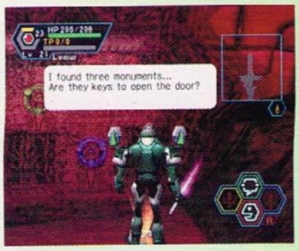
- PROTECT FRAME
- GENERAL ARMOR
- PERFECT FRAME
- VALIANT FRAME
- IMPERIAL ARMOR
- GLORIOUS SHIELD
- IMPERIAL BARRIER
- GUADIAN SHIELD
- DIVINITY BARRIER
- ULTIMATE SHIELD

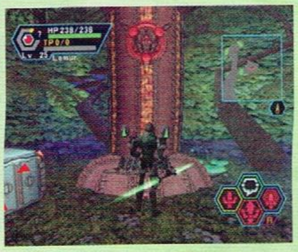
AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★★★★☆☆

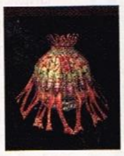
ACTIVATE THE MONOLITHS FIRST

If you're playing in Online Mode, you can enter the Ruins without activating any monoliths. But if you're playing in Offline Mode, things aren't so easy. The Ruins are sealed, and you'll need to give each of the monoliths in Forest 2, Cave 2, and Mine 2 a hearty "Muut Dis Poumn" (or in other words, get near them and hit the A button). So if you didn't activate them before, you'll have to go back and do so now.


I found three monuments...
Are they keys to open the door?

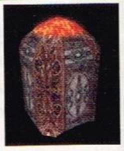


POISON SPITTERS



There are two new types of traps in the Ruins. One is the Poison Spitter, an organic lump that spews poison all around it. They're not really hidden (although they can frequently be found in the middle of a clump of chests), so they're easily avoided. To kill them, use a long-range weapon, or time your short range attack carefully. Stick around for a second afterward, and you might even get an item for it.

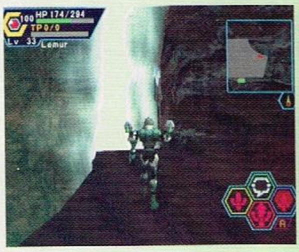
DROP TRAPS

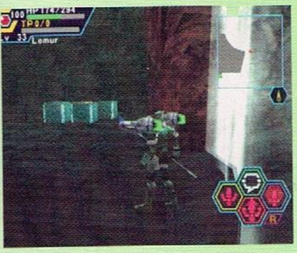


The Drop Trap is far more dangerous. It falls from the sky, so neither Android sight nor Trap Vision can detect them. When one hits you, a friend has to smash it within 2-3 seconds or you'll take damage. So in offline mode, you'll always get hit unless you can avoid them. To do this, run in zig-zag patterns in empty rooms, and when you suspect a switch is a decoy, lightly tap the edge of it and run away.

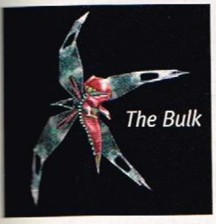
THE HIDDEN WATERFALL ROOM

Every variation of Ruins 1 has a large room that appears on your automap as a rectangle with a round wedge cut out of one corner. This room has a giant abyss at one end, fed by waterfalls. If you take a closer look in this area, you'll find a hidden room that doesn't even appear on the auto-map. Just walk right through the nearest waterfall, and you'll find a small area with a number of treasure chests and, in some variations, one of those weird Ruins-style terminals.





CLAWS & BULCLAWS



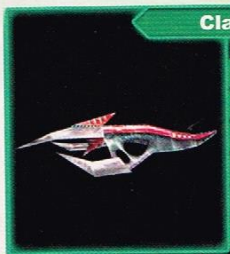
The easiest enemies in the Ruins are the Claws. These low-flying beasts travel in huge packs, but are very weak to Fire techniques and regular physical attacks. Their only attack is to stab you with those bony noses, which doesn't do much damage. Since the only real threat is in being overwhelmed by their numbers, everyone should have a way of dealing with multiple enemies handy. For Forces, that's Rafoie (or Gifoie in a pinch); for Rangers it's a Shot-series weapon, and for Hunters it's a Sword, Partisan, or Slicer.

Bulclaws are trickier. These silent beings may appear behind you and latch onto your head, doing moderate damage. They then split into four Claws, and a Bulk, shown to the left, which will die in a single hit. If you can kill the Bulclaw before it can latch onto anyone, it won't be able to split and you'll get a nice chunk of EXP for relatively little work.

Claw
Attribute:Dark

Bulclaw
Attribute:Dark

Claw

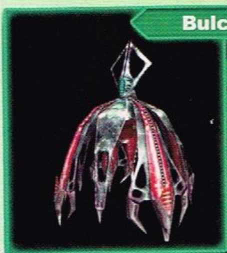


Resistances	
EFR	0
EIC	50
ETH	100
ELC	0
EDK	25
ESP	0

HP	Normal	Hard	V.Hard	Ultimate
Offline	150	488	838	1497
Online	200	635	1107	2246

XP	Normal	Hard	V.Hard	Ultimate
Either	6	43	92	264

Bulclaw



Resistances	
EFR	20
EIC	20
ETH	90
ELC	0
EDK	45
ESP	15

HP	Normal	Hard	V.Hard	Ultimate
Offline	200	540	900	2000
Online	260	699	1185	3000

XP	Normal	Hard	V.Hard	Ultimate
Either	24	70	128	336

ENEMY DATA (CONT.)

Dimenian

Resistances	
EFR	0
EIC	85
ETH	45
ELC	20
EDK	30
ESP	10

HP	Normal	Hard	V.Hard	Ultimate
Offline	270	614	988	2000
Online	344	789	1294	3000

XP	Normal	Hard	V.Hard	Ultimate
Either	22	67	124	328

La Dimenian

Resistances	
EFR	45
EIC	0
ETH	85
ELC	20
EDK	30
ESP	10

HP	Normal	Hard	V.Hard	Ultimate
Offline	300	645	1025	2100
Online	380	827	1341	3150

XP	Normal	Hard	V.Hard	Ultimate
Either	24	70	128	336

So Dimenian

Resistances	
EFR	85
EIC	45
ETH	0
ELC	20
EDK	35
ESP	10

HP	Normal	Hard	V.Hard	Ultimate
Offline	330	677	1063	2500
Online	416	865	1388	3750

XP	Normal	Hard	V.Hard	Ultimate
Either	26	73	132	344

Delsaber

Resistances	
EFR	50
EIC	0
ETH	90
ELC	60
EDK	35
ESP	15

HP	Normal	Hard	V.Hard	Ultimate
Offline	400	750	1150	2300
Online	500	955	1498	3450

XP	Normal	Hard	V.Hard	Ultimate
Either	25	72	130	340

Dark Belra

Resistances	
EFR	90
EIC	50
ETH	0
ELC	0
EDK	53
ESP	30

HP	Normal	Hard	V.Hard	Ultimate
Offline	500	803	1275	2800
Online	620	1083	1654	3990

XP	Normal	Hard	V.Hard	Ultimate
Either	28	79	136	352

Chaos Sorcerer

Resistances	
EFR	20
EIC	70
ETH	70
ELC	80
EDK	43
ESP	20

HP	Normal	Hard	V.Hard	Ultimate
Offline	300	645	1025	1731
Online	380	827	1341	2597

XP	Normal	Hard	V.Hard	Ultimate
Either	30	70	128	336

DIMENIANS

HP 189/189
TP 519/616
Lv 32 Loris
Lv 44 Zeugma
Lv 29 Nero
Lv 56 Vaneyl
So Dimenian
Attribute:Dark

The Dimenians are the third and fiercest evolution of the basic Booma/ Evil Shark villain. their strength and endurance are top notch, and each is basically weak to only one technique type.

Hunters and Rangers will have to handle them the way they've handled their predecessors, while Forces need to be extra vigilant about matching the right technique to the right foe. The best technique in mixed groups here seems to be Rabarta; only the La Dimenians are specifically weak to Ice, but all three can be frozen. That will give you time to hack 'em to bits or select the right finishing technique: Foie series for the plain Dimenians, and Zonde-series for the So Dimenians.

DELSABERS

Delsabers aren't the toughest enemy in the Ruins, but they're close. As the only enemy bright enough to use a shield (or rather, a mutated left arm), their evasion is extremely high. In a single player game, you have no choice but to attack until you get a shot through, or use long-range hit-and-away tactics. But don't get too far away from them, or they'll leap in and nail you with their sword. In multi-player games, have one player hold their attention while the others circle around and stab them in the back. Forces should use Ice spells to freeze 'em in place, or just hit them with Grants and run away.

Lv 18 Sifaka
Talia
Nero
Aya-Aya

HP 189/189
TP 477/616
Lv 32 Loris
Zeugma
Nero
Vaneyl
Delsaber
Attribute:Dark

DARK BELRA

Giant, oafish Dark Belras are the toughest enemies in the Ruins, but hardly the most dangerous for Rangers and Forces, who can take them out at medium range (if you're too far away, they'll shoot their claws at you). Hunters may have to get up close and spar with them, risking their powerful arm-swipes. Fortunately, all the tricks you used against Hildebears are effective against them too, except that the Belras aren't so good at the chasing part. Their main technique weaknesses are the Zonde-series and Grants, which totally wrecks them.

The dangerous thing about Dark Belras is that close range causes paralysis and their long range claw attack is incredible. They'll hit you from across the room if you're not careful.

Loris
Zeugma
Nero
Vaneyl
Dark Belra
Attribute:Dark

CHAOS SORCERERS

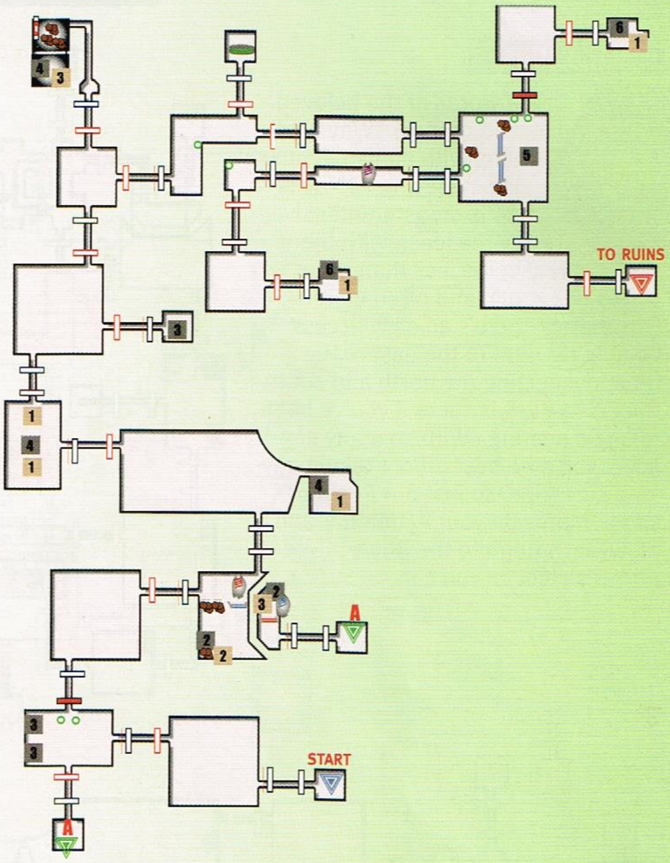
The Chaos Sorcerer is three enemies in one: The Sorcerer itself, and its crystals Bee L, and Bee R. The Crystals can be destroyed, but your best bet is to focus on the Sorcerer itself. Swords and Partisans are fun, since they can hit all three, and in the technique department, Rafoie is far and away the best (though regular Foie will do in a pinch).

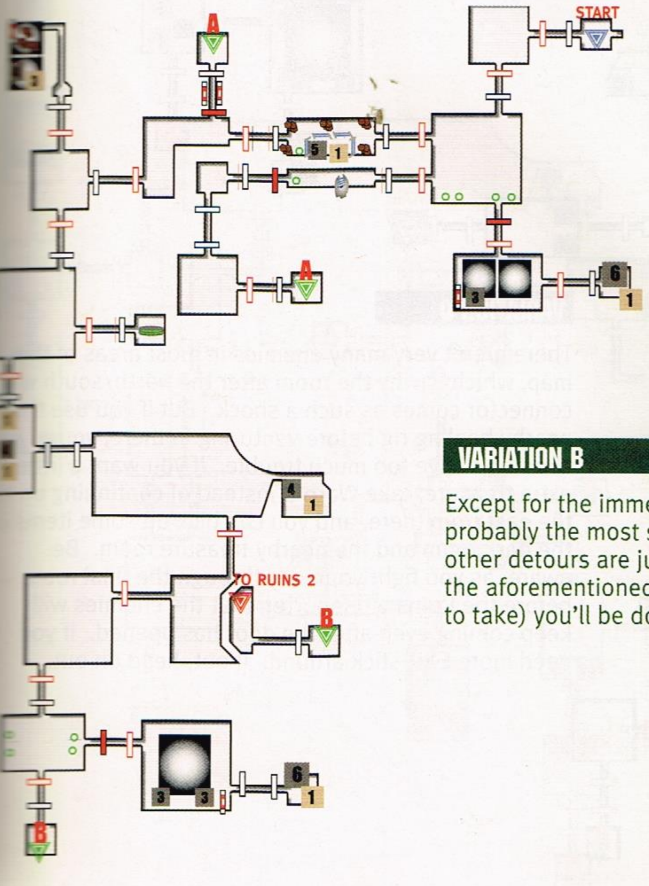
Sifaka
Talia
Nero
Aya-Aya
Bee L
Attribute:Dark

One crystal will rise when he prepares to cast a spell: If the "Bee" glows red, it will cast Rafoie (which cannot be dodged), it if grows white, it will use Gibarta (which you can run away from). After using a technique or taking a few hits, the Chaos Sorcerer will teleport away. Watch the map in the corner and rush after it as soon as it reappears. As the most dangerous enemy in Ruins 1, taking it out is your first priority.

VARIATION A

This Ruins variant pulls no punches – in the second room after the starting teleporter you'll face everything from Dark Belras to Chaos Sorcerers. And if you decide to take Warp A, there will be even more awaiting your return, including a whole mess of So Dimenians! Note that near the end of the trek you will have to make a detour to deactivate the blue terminal. You could continue down to the treasure room, but it's not really worth it. You'd be better off spending your time in the room before the Ruins 2 warp, which is just as monster-packed as the crazy room at the beginning.





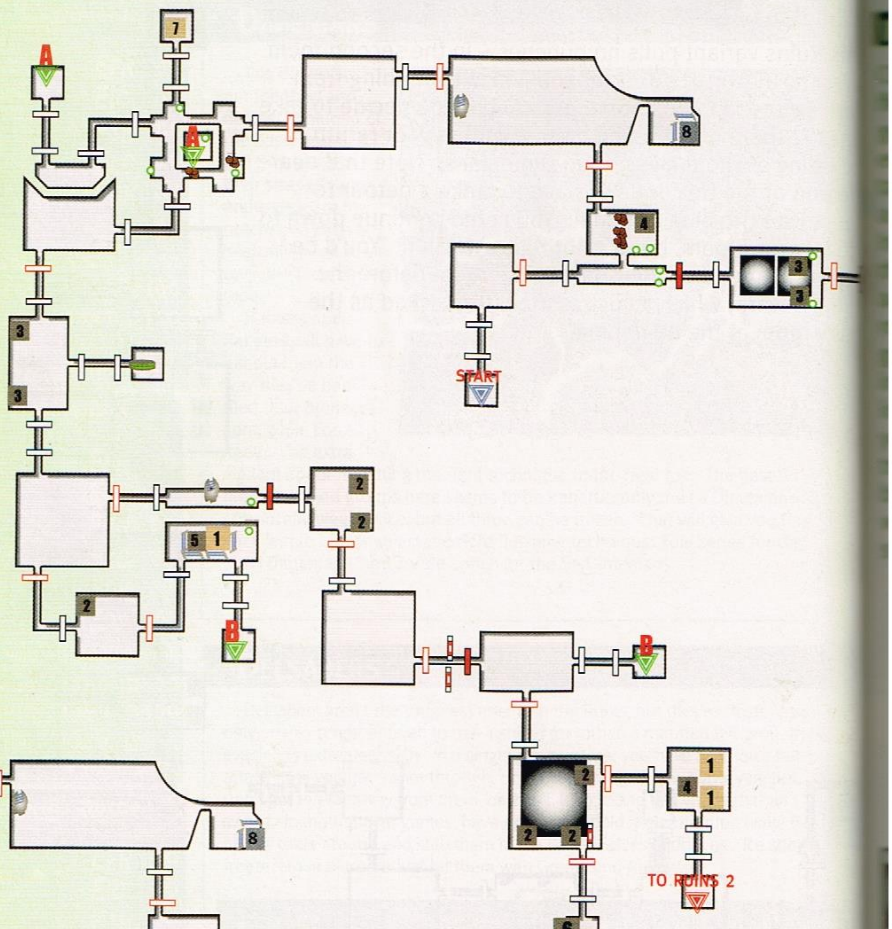
VARIATION B

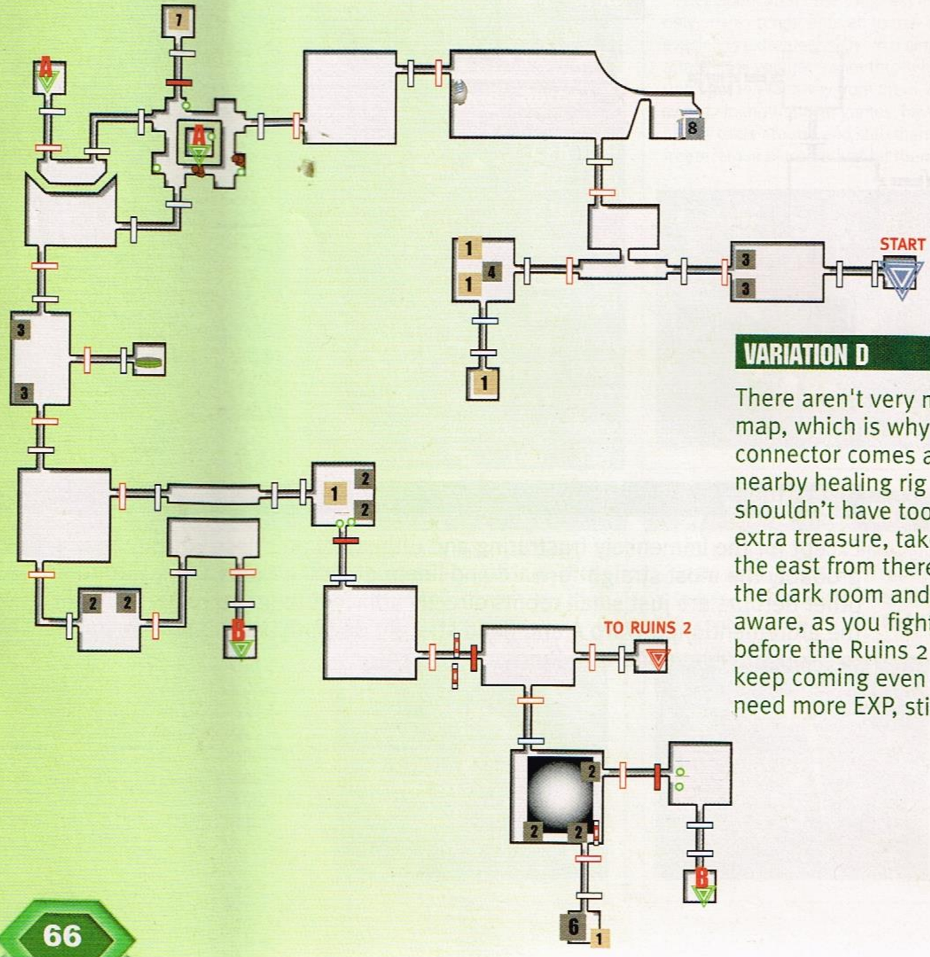
Except for the immensely frustrating and ultimately pointless Warp A detour, this is probably the most straightforward and linear of all the Ruins 1 map variations. All other detours are just small rooms directly adjacent to larger ones, so if you ignore the aforementioned Warp A and head straight down to Warp B (which you DO need to take) you'll be done with Ruins 1 in no time.

MAP DATA (CONT.)

VARIATION C

In the words of the beloved Red Ring Rico; "Why am I here, with monsters lurking everywhere?" This map is monster-intensive, to say the least, with there rarely being less than three waves in a room, and often more. Fortunately, there's an easy-access healing rig right to the east of the room connecting the north and south wings, so duck in there if you've been taking a beating. With so many enemies, you'd be best off not taking any long side trips, so just put Resta or some 'Mates on your Action Bar and plow on through to the Ruins 2 teleporter as fast as you can.



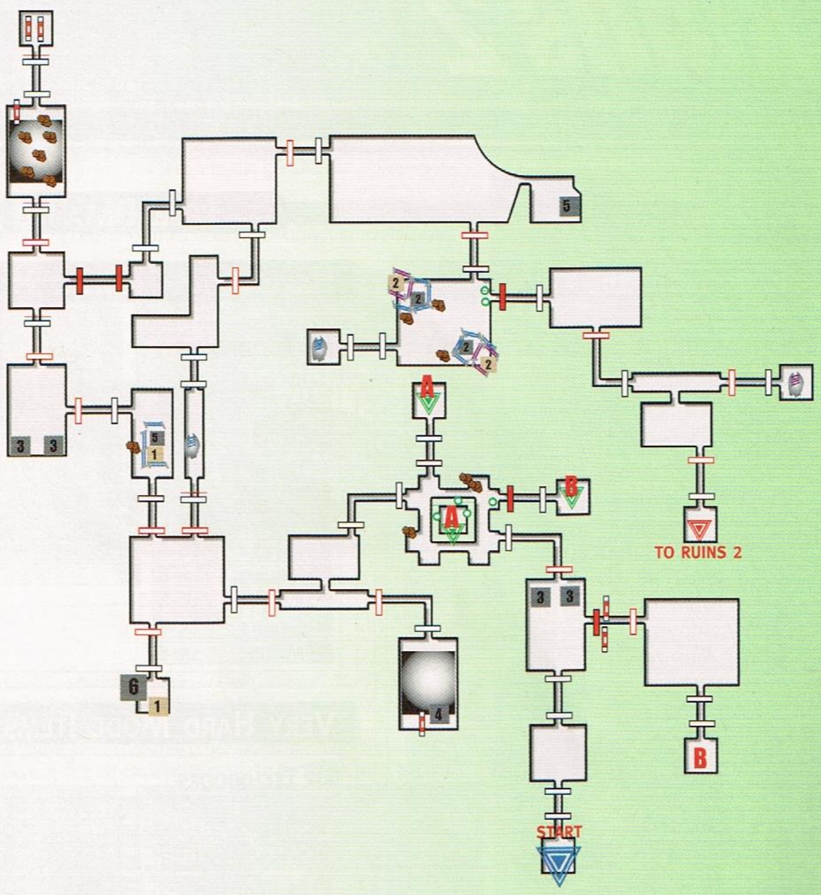


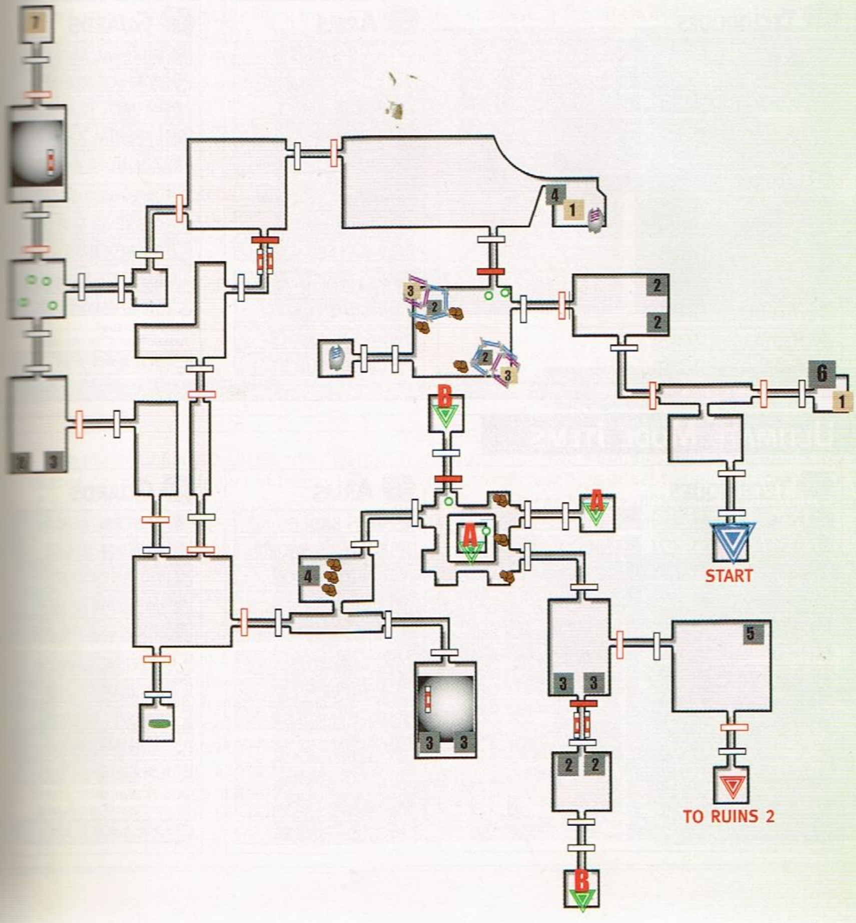
VARIATION D

There aren't very many enemies in most areas of this map, which is why the room after the north/south wi connector comes as such a shock. But if you use the nearby healing rig before venturing in there, you shouldn't have too much trouble. If you want a little extra treasure, take Warp B instead of continuing on t the east from there, and you can pick up some items i the dark room and the nearby treasure room. Be aware, as you fight your way through the final room before the Ruins 2 teleporter, that the enemies will keep coming even after the door has opened. If you need more EXP, stick around. If not, head on out.

VARIATION E

Claws have made this Ruins variation their floating grounds, so to speak, and that's good news for you since they are the weakest of the Ruins enemies. Bring a multiple-target gun if you can wield one, or invest in a Gi- or Ra-level spell to send these eerie hovering monsters to early graves. One of the only places where you'll see lots of another enemy type is in the southern dark room, where wave after wave of Dimenians guard a very minor treasure. The dark room in the north is considerably more interesting. Bring a gun and quaff a Trap Vision if you're not an android, and shoot down the traps one by one. Their explosions will briefly give you enough light to find your way around the debris to the door and light switch.





VARIATION F

Only a few Claws guard the first room after the starting teleporter, but if you raid the treasure room to the east there will be a bunch of Dimenians blocking your way when you return! Blast your way through those and head northeast to the room with the waterfalls. In the secret room you'll find the red terminal needed to get at the yellow chests in the previous area. Be careful as you traverse the corner room across from the L-shaped one, as the Dark Belras there can shoot their arms across the chasm to nail you.

Ruins 2 AREA

ITEM DATA

NORMAL MODE ITEMS

TOOLS

- MONOMATE
- DIMATE
- TRIMATE
- MONOFLUID
- DIFLUID
- TRIFLUID
- ANTIDOTE
- ANTIPARALYSIS
- SOL ATOMIZER
- MOON ATOMIZER
- STAR ATOMIZER
- TELEPIPE
- TRAP VISION
- MONOGRINDER
- DIGRINDER
- TRIGRINDER
- MATERIAL (MISC.)
- SCAPE DOLL

TECHNIQUES

FOIE	L5-7
BARTA	L5-7
ZONDE	L5-7
GIFOIE	L3-4
GIBARTA	L3-4
GIZONDE	L3-4
RAFOIE	L2-4
RABARTA	L2-4
RAZONDE	L2-4
GRANTS	L1
MEGID	L1
RESTA	L5-7
ANTI	L2
REVERSER	
SHIFTA	L3-4
DEBAND	L3-4
JELLEN	L3-4
ZALURE	L3-4
RYUKER	

ARMS

- BUSTER
- GIGUSH
- KNIFE
- PARTISAN
- SLICER
- MACE
- POLE
- STAFF
- LOCKGUN
- SNIPER
- MECHGUN
- SHOT

GUARDS

- CROSS ARMOR
- SOLID FRAME
- BRAVE ARMOR
- HYPER FRAME
- GRAND ARMOR
- HARD SHIELD
- BRAVE BARRIER
- SOLID SHIELD
- FLAME BARRIER
- PLASMA BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★☆☆☆☆☆☆☆

8
HP 193/193
TP 211/631
Lv 33 Loris
Lv 45 Zeugma
Lv 30 Noro
Lv 56 Vaneyl
La Dimenian
Attribute:Dark

HARD MODE ITEMS

TECHNIQUES

FOIE	L10-12
BARTA	L10-12
ZONDE	L10-12
GIFOIE	L8-10
GIBARTA	L8-10
GIZONDE	L8-10
RAFOIE	L6-8
RABARTA	L6-8
RAZONDE	L6-8
GRANTS	L5-8
MEGID	L5-8
RESTA	L10-12
ANTI	L3-4
REVERSER	
SHIFTA	L8-10
DEBAND	L8-10
JELLEN	L8-10
ZALURE	L8-10
RYUKER	

ARMS

- DB'S SABER
- CALIBUR
- RIPPER
- BERDYS
- SAWCER
- CLUB
- STRIKER
- SCEPTER
- VARISTA
- LASER
- VULCAN
- LAUNCHER

GUARDS

- KING'S FRAME
- DRAGON FRAME
- ABSORB ARMOR
- PROTECT FRAME
- GENERAL ARMOR
- PSYCHIC BARRIER
- GENERAL SHIELD
- PROTECT BARRIER
- GLORIOUS SHIELD
- IMPERIAL BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★☆☆☆☆☆

VERY HARD MODE ITEMS

TECHNIQUES

FOIE	L9-15
BARTA	L9-15
ZONDE	L9-15
GIFOIE	L8-15
GIBARTA	L8-15
GIZONDE	L8-15
RAFOIE	L6-12
RABARTA	L6-12
RAZONDE	L6-12
GRANTS	L6-12
MEGID	L6-12
RESTA	L9-15
ANTI	L3-6
REVERSER	
SHIFTA	L8-15
DEBAND	L8-15
JELLEN	L8-15
ZALURE	L8-15
RYUKER	

ARMS

- DB'S SABER
- FLOWEN'S SWORD
- BLADE DANCE
- BRIONAC
- SLICER OF ASSASSIN
- CLUB OF LACONIUM
- STRIKER
- SCEPTER
- VARISTA
- VISK-235W
- H&S 25JUSTICE
- CRUSH BULLET

GUARDS

- GENERAL ARMOR
- PERFECT FRAME
- VALIANT FRAME
- IMPERIAL ARMOR
- HOLINESS ARMOR
- IMPERIAL BARRIER
- GUARDIAN SHIELD
- DIVINITY BARRIER
- ULTIMATE SHIELD
- SPIRITUAL SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★★★☆☆☆

ULTIMATE MODE ITEMS

TECHNIQUES

FOIE	L21-30
BARTA	L21-29
ZONDE	L21-29
GIFOIE	L21-29
GIBARTA	L21-29
GIZONDE	L21-29
RAFOIE	L21-29
RABARTA	L21-29
RAZONDE	L21-30
GRANTS	L21-29
MEGID	L21-29
RESTA	L21-30
ANTI	L4-7
REVERSER	
SHIFTA	L21-30
DEBAND	L21-30
JELLEN	L21-30
ZALURE	L21-30
RYUKER	

ARMS

- DB'S SABER
- FLOWEN'S SWORD
- BLADE DANCE
- BRIONAC
- SLICER OF ASSASSIN
- CLUB OF LACONIUM
- STRIKER
- SCEPTER
- VARISTA
- VISK-235W
- M&A60 VISE
- CRUSH BULLET

GUARDS

- GENERAL ARMOR
- PERFECT FRAME
- VALIANT FRAME
- IMPERIAL ARMOR
- HOLINESS ARMOR
- IMPERIAL BARRIER
- GUADIAN SHIELD
- DIVINITY BARRIER
- ULTIMATE SHIELD
- SPIRITUAL SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

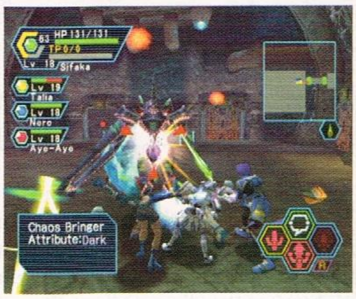
★★★★★★★★☆☆

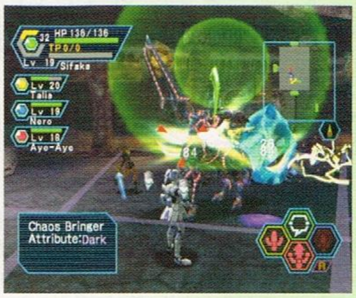
ENEMY DATA

THE CHAOS BRINGER

The Chaos Bringer is the most dangerous enemy you'll face in the Ruins. These guys don't mess around, launching into their high-speed charge the second they appear. If you get trampled by this attack, you'll probably end up Confused, which is a bad state to be in when the Chaos Bringer starts swinging his sword. If you get surrounded by him and his cronies while Confused, you may want to pop a telepipe and get out of there, just to be on the safe side. After the initial charge, keep him occupied with rapid attacks and Foie-series techniques, or he'll start casting techniques of his own. When you see the magical seal appear below his feet and the green orbs gather in his hands, either run for your life or quickly finish him off.

The Chaos Bringer is a large target with a low Evasion score, especially from behind. In team games, if everyone attacks as soon as he appears (after dodging the initial charge, of course), you'll beat him without much trouble. In offline games, he's much trickier. If you leave the room, he'll reset to his original position and prepare to charge you again. That's not a problem if you can concentrate on dodging it, so in large rooms it's safest to go back into a corridor until he returns to the other end, finish off all the other enemies with hit-and-away tactics, and then give the Chaos Bringer your full attention.


HP 131/131
TP 0/0
Lv 18 Sifaka
Lv 19 Talia
Lv 18 Nero
Lv 18 Aye-Aye
Chaos Bringer Attribute:Dark


HP 136/136
TP 0/0
Lv 19 Sifaka
Lv 20 Talia
Lv 19 Nero
Lv 18 Aye-Aye
Chaos Bringer Attribute:Dark

Chaos Bringer

Resistances	
EFR	15
EIC	60
ETH	80
ELC	90
EDK	53
ESP	35

HP	Normal	Hard	V.Hard	Ultimate
Offline	450	803	1213	2700
Online	560	1019	1576	4550

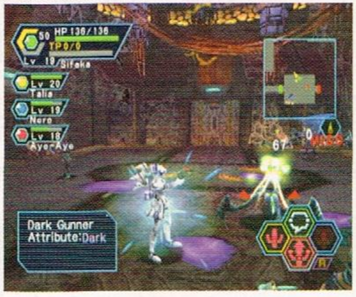
XP	Normal	Hard	V.Hard	Ultimate
Either	30	79	140	360

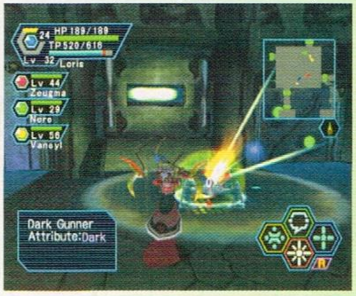
DEATH GUNNERS

The Dark Gunner is another one of those annoying enemies with a seemingly impenetrable defense. They scurry around, immortal, until the eyes in the center of their backs rise to fire a laser. That's when they're vulnerable, and if you do a solid combo with a strong weapon, you can lay waste to them in one cycle.

Problem is, they come in huge packs (up to eight) and while you're killing one, the other seven are shooting their lasers at you. They typically fire at the same time, so keep an eye on the others and be ready to dodge as soon as they fire (they'll still be vulnerable for a few seconds after that).

Another way to keep them under control is to kill them before they're even vulnerable! Fire at the red one, which will disrupt the others. Their special defense won't protect them from techniques (Grants is best), Draw-series weapons, Dim-series weapons, or weapons with other special attacks.


HP 136/136
TP 0/0
Lv 19 Sifaka
Lv 20 Talia
Lv 19 Nero
Lv 18 Aye-Aye
Dark Gunner Attribute:Dark


HP 189/189
TP 520/616
Lv 32 Loris
Lv 44 Zeugma
Lv 29 Nero
Lv 56 Vaneyl
Dark Gunner Attribute:Dark

Dark Gunner

Resistances	
EFR	40
EIC	40
ETH	40
ELC	0
EDK	35
ESP	10

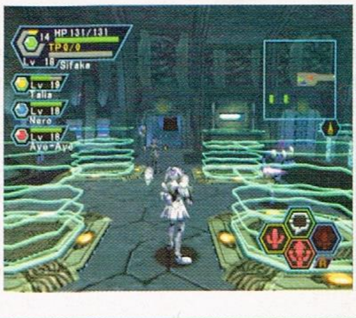
HP	Normal	Hard	V.Hard	Ultimate
Offline	220	561	925	1800
Online	284	724	1216	2700

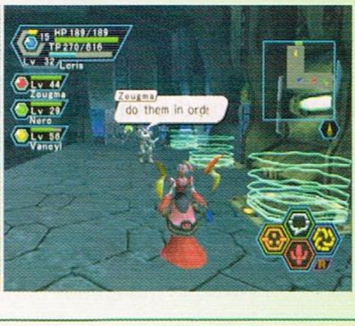
XP	Normal	Hard	V.Hard	Ultimate
Either	20	64	120	320

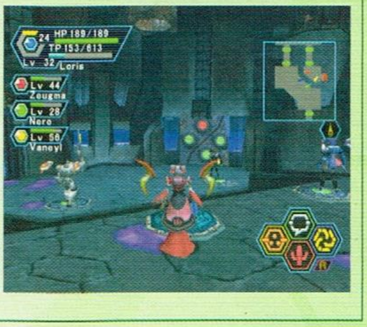
AREA DATA

The theme of Ruins 2 seems to be warps. Two-thirds of the map variations have warp rooms like the ones shown to the left, where you have to take a chance on one of a number of teleporters to progress to the next area or get to treasure rooms. Be very careful here, especially in online mode, since many of these warps take you to places with no return warp, and it can be very difficult to keep a party together unless you all agree on which Warp to take beforehand. Fortunately, the maps on the following pages will show you where each one leads.

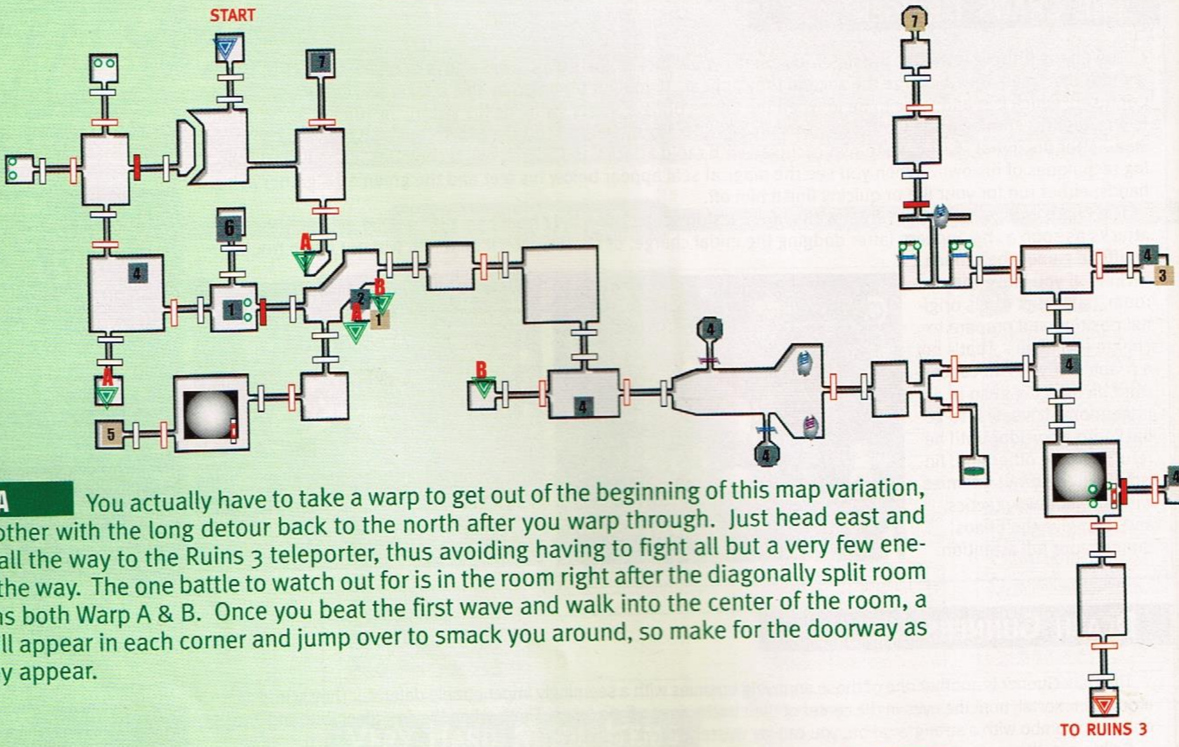
There are also a number of four-person switches, which will force you to split your party into two groups. Remember that all of these are optional areas that only lead to treasure (and frequently not very much of it), so a party that's focused on progressing quickly through the Ruins will want to skip them, especially since many of the switches (even the real ones) are trapped.


HP 131/131
TP 0/0
Lv 18 Sifaka
Lv 19 Talia
Lv 18 Nero
Lv 18 Aye-Aye

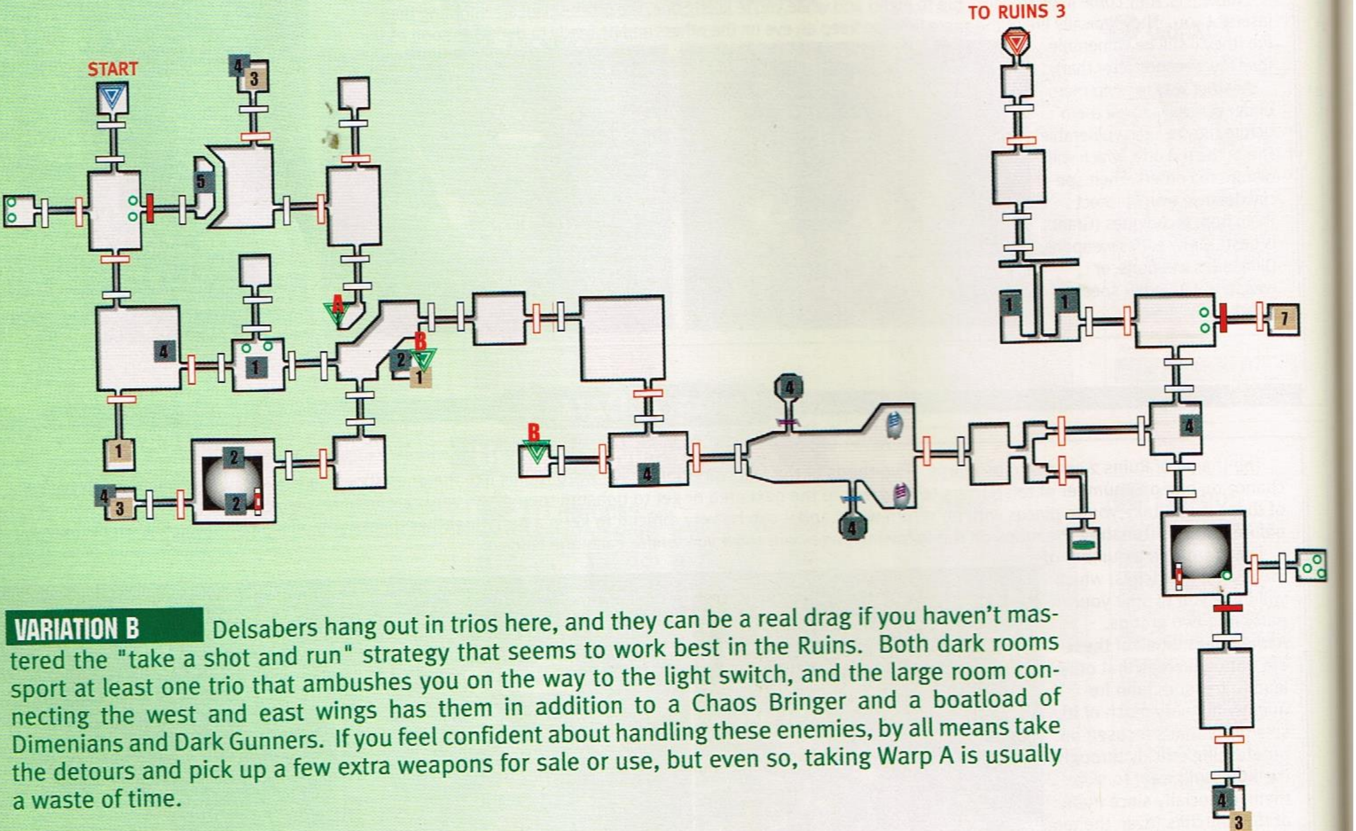

HP 189/189
TP 270/616
Lv 32 Loris
Lv 44 Zeugma
Lv 29 Nero
Lv 56 Vaneyl
Zeugma
do them in ordr


HP 189/189
TP 153/613
Lv 32 Loris
Lv 44 Zeugma
Lv 28 Nero
Lv 56 Vaneyl

MAP DATA

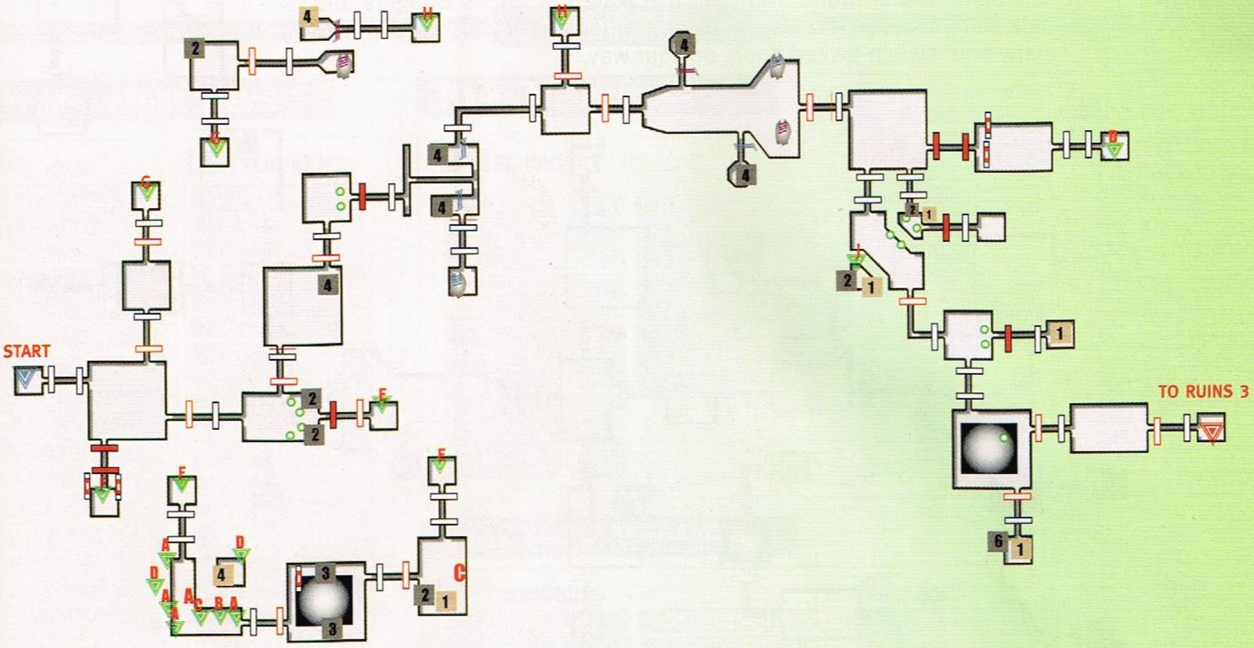


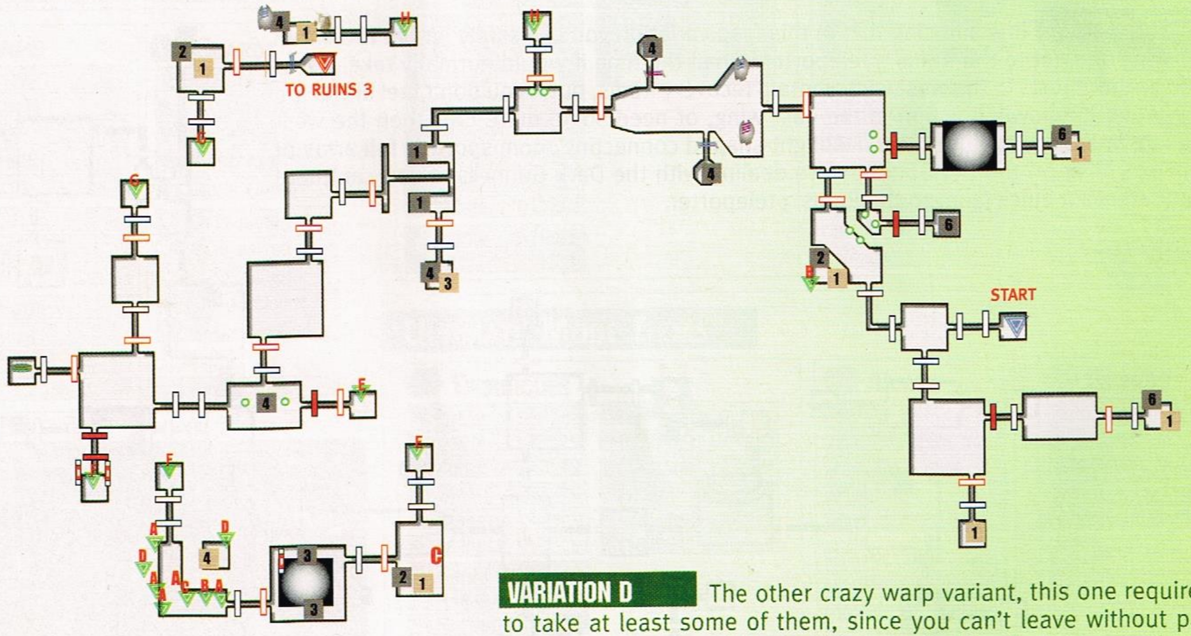
VARIATION A You actually have to take a warp to get out of the beginning of this map variation, but don't bother with the long detour back to the north after you warp through. Just head east and then south all the way to the Ruins 3 teleporter, thus avoiding having to fight all but a very few enemies along the way. The one battle to watch out for is in the room right after the diagonally split room that contains both Warp A & B. Once you beat the first wave and walk into the center of the room, a Delsaber will appear in each corner and jump over to smack you around, so make for the doorway as soon as they appear.



VARIATION B Delsabers hang out in trios here, and they can be a real drag if you haven't mastered the "take a shot and run" strategy that seems to work best in the Ruins. Both dark rooms sport at least one trio that ambushes you on the way to the light switch, and the large room connecting the west and east wings has them in addition to a Chaos Bringer and a boatload of Dimenians and Dark Gunners. If you feel confident about handling these enemies, by all means take the detours and pick up a few extra weapons for sale or use, but even so, taking Warp A is usually a waste of time.

VARIATION C This map gets super crazy with the warps, but you're better off ignoring them entirely. While the G and H warp pair is almost worth it, the enemies guarding the routes are deadly, and the ones in the dark room after the E warp are even worse – a pack of Delsabers that ambush you before you can get to the light switch! If you have a lot of time on your hands, though, it can be fun to take every single warp here, just for the heck of it. The other dark room in this map, just west of the Ruins 3 teleporter, is pretty evil itself: Dark Gunners, flocks of Dimenians, and four Delsabers (even in offline mode) will strain your abilities to the max.

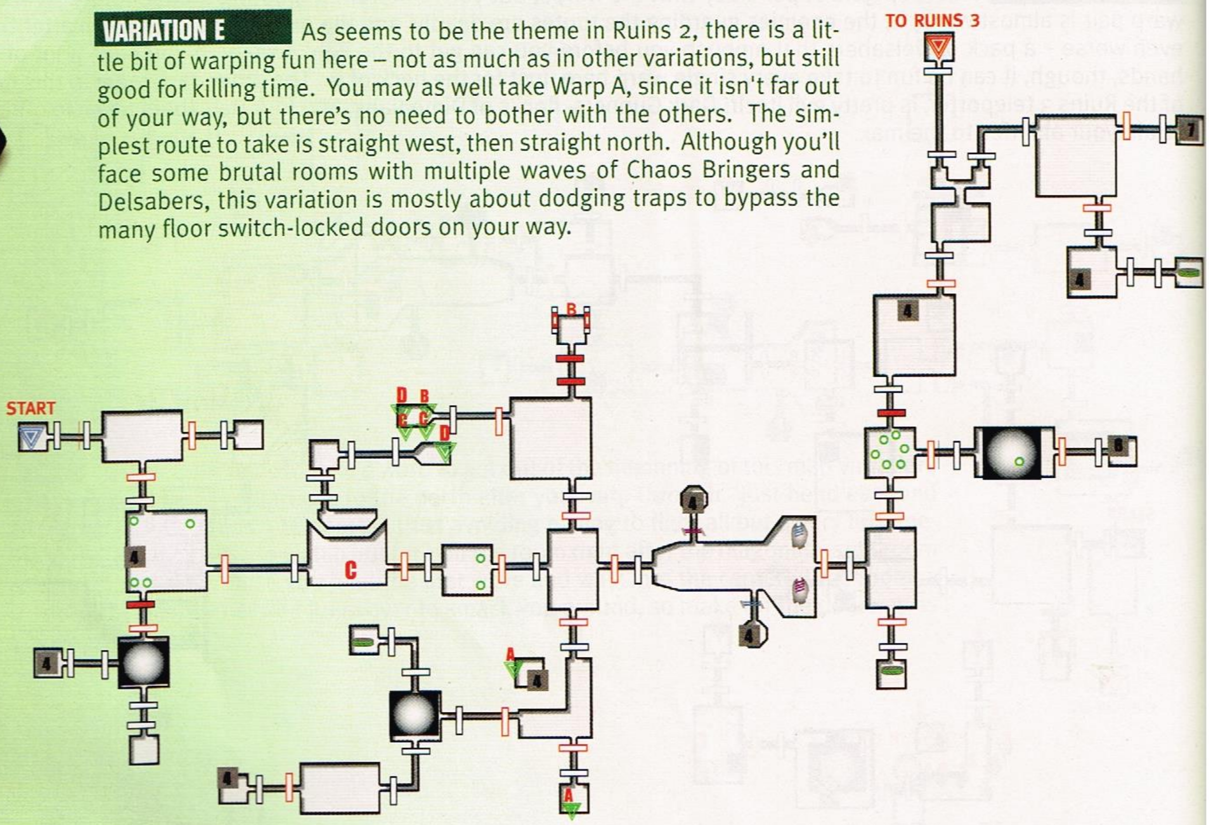




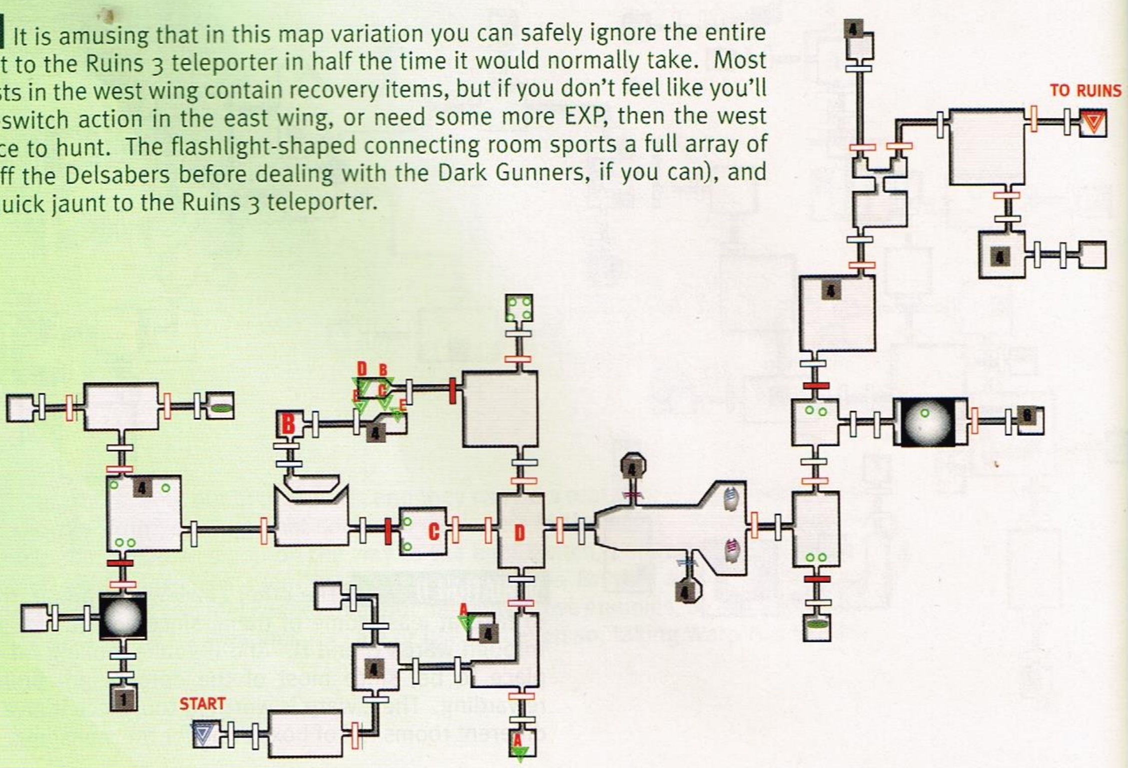
VARIATION D The other crazy warp variant, this one requires you to take at least some of them, since you can't leave without passing through warps G and H. And if you're looking for treasure, this is the place to be, since most of the detours are pretty short, easy, and rewarding. The E warp is worth it, too, since it gives you access to four different rooms full of boxes ripe for the smashing.

MAP DATA (CONT.)

VARIATION E As seems to be the theme in Ruins 2, there is a little bit of warping fun here – not as much as in other variations, but still good for killing time. You may as well take Warp A, since it isn't far out of your way, but there's no need to bother with the others. The simplest route to take is straight west, then straight north. Although you'll face some brutal rooms with multiple waves of Chaos Bringers and Delsabers, this variation is mostly about dodging traps to bypass the many floor switch-locked doors on your way.



VARIATION F It is amusing that in this map variation you can safely ignore the entire west wing and get to the Ruins 3 teleporter in half the time it would normally take. Most of the yellow chests in the west wing contain recovery items, but if you don't feel like you'll get enough floor-switch action in the east wing, or need some more EXP, then the west wing is a fine place to hunt. The flashlight-shaped connecting room sports a full array of enemies (finish off the Delsabers before dealing with the Dark Gunners, if you can), and from there it's a quick jaunt to the Ruins 3 teleporter.



EPISODE I

Ruins 3

AREA

ITEM DATA

NORMAL MODE ITEMS

TOOLS

- MONOMATE
- DIMATE
- TRIMATE
- MONOFLUID
- DIFLUID
- TRIFLUID
- ANTIDOTE
- ANTIPARALYSIS
- SOL ATOMIZER
- MOON ATOMIZER
- STAR ATOMIZER
- TELEPIPE
- TRAP VISION
- MONOGRINDER
- DIGRINDER
- TRIGRINDER
- MATERIAL (MISC.)
- SCAPE DOLL

TECHNIQUES

FOIE	L5-7
BARTA	L5-7
ZONDE	L5-7
GIFOIE	L3-5
GIBARTA	L3-5
GIZONDE	L3-5
RAFOIE	L2-4
RABARTA	L2-4
RAZONDE	L2-4
GRANTS	L1-2
MEGID	L1-2
RESTA	L5-7
ANTI	L2
REVERSER	
SHIFTA	L3-5
DEBAND	L3-5
JELLEN	L3-5
ZALURE	L3-5
RYUKER	

ARMS

- PALLASCH
- GIGUSH
- BLADE
- HALBERT
- SLICER
- CLUB
- POLE
- STAFF
- RAILGUN
- SNIPER
- ASSAULT
- SHOT

GUARDS

- SOLID FRAME
- BRAVE ARMOR
- HYPER FRAME
- GRAND ARMOR
- SHOCK FRAME
- BRAVE BARRIER
- SOLID SHIELD
- FLAME BARRIER
- PLASMA BARRIER
- FREEZE BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★☆☆☆☆☆☆☆

1
HP 125/125
TP 0/0
Lv 17 Sifaka
Lv 18
Talia
Lv 17
Aye-Aye
Dark Belra
Attribute:Dark

HARD MODE ITEMS

TECHNIQUES

FOIE	L11-12
BARTA	L11-12
ZONDE	L11-12
GIFOIE	L9-11
GIBARTA	L9-11
GIZONDE	L9-11
RAFOIE	L7-8
RABARTA	L7-8
RAZONDE	L7-8
GRANTS	L6-8
MEGID	L6-8
RESTA	L11-12
ANTI	L3-4
REVERSER	
SHIFTA	L9-11
DEBAND	L9-11
JELLEN	L9-11
ZALURE	L9-11
RYUKER	

ARMS

- DB'S SABER
- CALIBUR
- RIPPER
- GUNGNIR
- DISKA
- CLUB
- BATTLE VERGE
- FIRE SCEPTER: AGNI
- VARISTA
- LASER
- VULCAN
- ARMS

GUARDS

- DRAGON FRAME
- ABSORB ARMOR
- PROTECT FRAME
- GENERAL ARMOR
- PERFECT FRAME
- GENERAL SHIELD
- PROTECT BARRIER
- GLORIOUS SHIELD
- IMPERIAL BARRIER
- GUARDIAN SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★☆☆☆☆☆

VERY HARD MODE ITEMS

TECHNIQUES

FOIE	L10-15
BARTA	L10-15
ZONDE	L10-15
GIFOIE	L9-15
GIBARTA	L9-15
GIZONDE	L9-15
RAFOIE	L7-12
RABARTA	L7-12
RAZONDE	L7-12
GRANTS	L7-12
MEGID	L7-12
RESTA	L10-15
ANTI	L3-6
REVERSER	
SHIFTA	L9-15
DEBAND	L9-15
JELLEN	L9-15
ZALURE	L9-15
RYUKER	

ARMS

- DB'S SABER
- FLOWEN'S SWORD
- BLADE DANCE
- BRIONAC
- SLICER OF ASSASSIN
- CLUB OF LACONIUM
- STRIKER
- SCEPTER
- VARISTA
- VISK-235W
- M&A60 VISE
- METEOR SMASH

GUARDS

- PERFECT FRAME
- VALIANT FRAME
- IMPERIAL ARMOR
- HOLINESS ARMOR
- GUARDIAN ARMOR
- GUARDIAN SHIELD
- DIVINITY BARRIER
- ULTIMATE SHIELD
- SPIRITUAL SHIELD
- CELESTIAL SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★★★☆☆☆

ULTIMATE MODE ITEMS

TECHNIQUES

FOIE	L22-29
BARTA	L22-29
ZONDE	L22-29
GIFOIE	L22-29
GIBARTA	L22-29
GIZONDE	L22-29
RAFOIE	L22-29
RABARTA	L22-29
RAZONDE	L22-29
GRANTS	L21-30
MEGID	L22-29
RESTA	L22-30
ANTI	L4-7
REVERSER	
SHIFTA	L22-30
DEBAND	L22-30
JELLEN	L22-30
ZALURE	L22-30
RYUKER	

ARMS

- DB'S SABER
- FLOWEN'S SWORD
- BLADE DANCE
- BRIONAC
- SLICER OF ASSASSIN
- CLUB OF LACONIUM
- STRIKER
- SCEPTER
- VARISTA
- VISK-235W
- M&A60 VISE
- METEOR SMASH

GUARDS

- PERFECT FRAME
- VALIANT FRAME
- IMPERIAL ARMOR
- HOLINESS ARMOR
- GUADIAN ARMOR
- GUADIAN SHIELD
- DIVINITY BARRIER
- ULTIMATE SHIELD
- SPIRITUAL SHIELD
- CELESTIAL SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

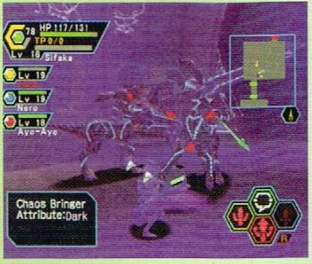
★★★★★★★★☆☆

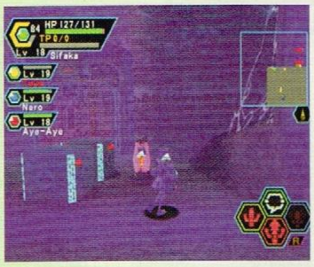
STRATEGY DATA

POISON ROOMS

The purple rooms on the following maps denote poison areas. Waves of toxic gas wash over you in these rooms, both restricting your vision and sapping your HP. Just as in Dark Rooms, you need to fight your way to a switch and hit that to return the room to normal.

The enemies in these rooms tend to be tough, and the switches are almost always hidden amidst treasure chests in the corners. Don't risk too much to get to them, since the poison isn't that dangerous.


HP 117/131
TP 0/0
Lv 18 Sifaka
Lv 19
Lv 18
Nero
Aye-Aye
Chaos Bringer
Attribute:Dark


HP 127/131
TP 0/0
Lv 18 Sifaka
Lv 19
Lv 18
Nero
Aye-Aye

PREPARING FOR THE FINAL BATTLE

The transporter at the end of Ruins 3 will take you to the game's final boss, which we'll cover after the map variations. This is definitely a time to set up some telepipes head back to town, stock up on healing items, and drop off your extra cash. Bring an extra weapon in case you lose yours (hey, it happens), and Scape Dolls if you're willing to expend them (if this is your first time fighting Dark Falz, try to learn his patterns first). If you're playing in online mode, you may also want to bring extra supplies that you don't need for other players (like Trimates for characters who don't have Resta, or Moon Atomizers for characters who don't have Reverser). You can then dump them on the battlefield so those players can pick them up when they run out.

TRAPS EVERYWHERE

Ruins 3 is packed with a collection of very nasty traps. They're mostly the yellow traps that will give you Slow Motion or Confusion, which you've seen before. But in this area, where they're strewn across tight areas full of enemies, they can be far more lethal. So if you're not an android and haven't popped a Trap Vision lately, stay close to the doors until the fiercest waves of enemies have passed. In online games, someone should always be on Trap Vision duty to warn the group.

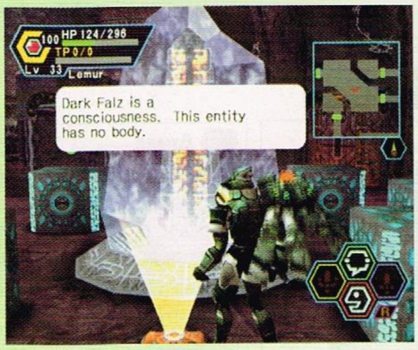
HP 207/296
TP 0/0
Lv 33 Lemur

HP 191/296
TP 0/0
Lv 33 Lemur
Dimenian
Attribute:Dark

Lv 45
Zeugma
Lv 30
Nero
Lv 56
Vaneyl
Nero
Mag Love!!

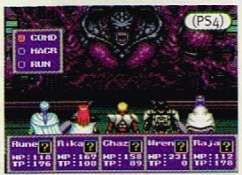
FUN CORNER

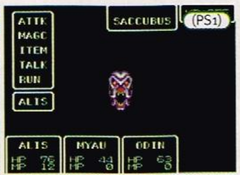
DARK FALZ THROUGH THE AGES

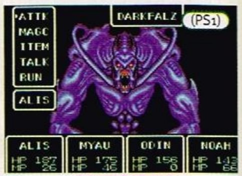

HP 124/296
TP 0/0
Lv 33 Lemur

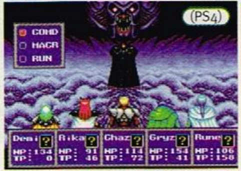
Dark Falz is a consciousness. This entity has no body.

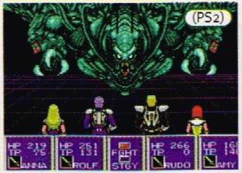
By this point, the identity of the last boss should be obvious. It's none other than Dark Falz, a.k.a. Dark Force, a.k.a. Dark (ulp) Phallus, depending on the translation. This fellow, who exists to wreak havoc on humanity every 1,000 years, has appeared as a villain (but not necessarily the villain) in every numbered Phantasy Star game to date. His consciousness has taken a number of fascinating physical forms through the years, first as a bodyless villain in Alis's dream in Phantasy Star 1, and finally in five different forms in Phantasy Star IV. Counting the three new ones, Dark Falz/Force/Phallus has now had eleven different forms... Surely some kind of video game industry record.

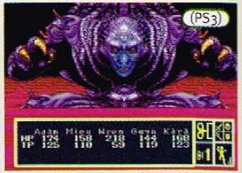

(PS4)
COMD
MACR
RUN
Rune
Rika
Chaz
Wren
Raja

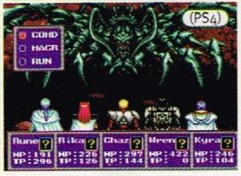

SACCUBUS
(PS1)
ATTK
MAGC
ITEM
TALK
RUN
ALIS
MYAU
ODIN

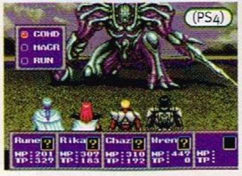

DARKFALZ
(PS1)
ATTK
MAGC
ITEM
TALK
RUN
ALIS
MYAU
ODIN
NOAH

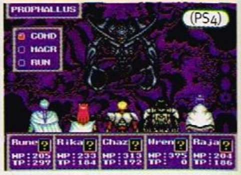

(PS4)
COMD
MACR
RUN
Demi
Rika
Chaz
Gryz
Rune


(PS2)
ANNA
ROLF
RUDO
AMY




(PS4)
COMD
MACR
RUN
Rune
Rika
Chaz
Wren
Kyra

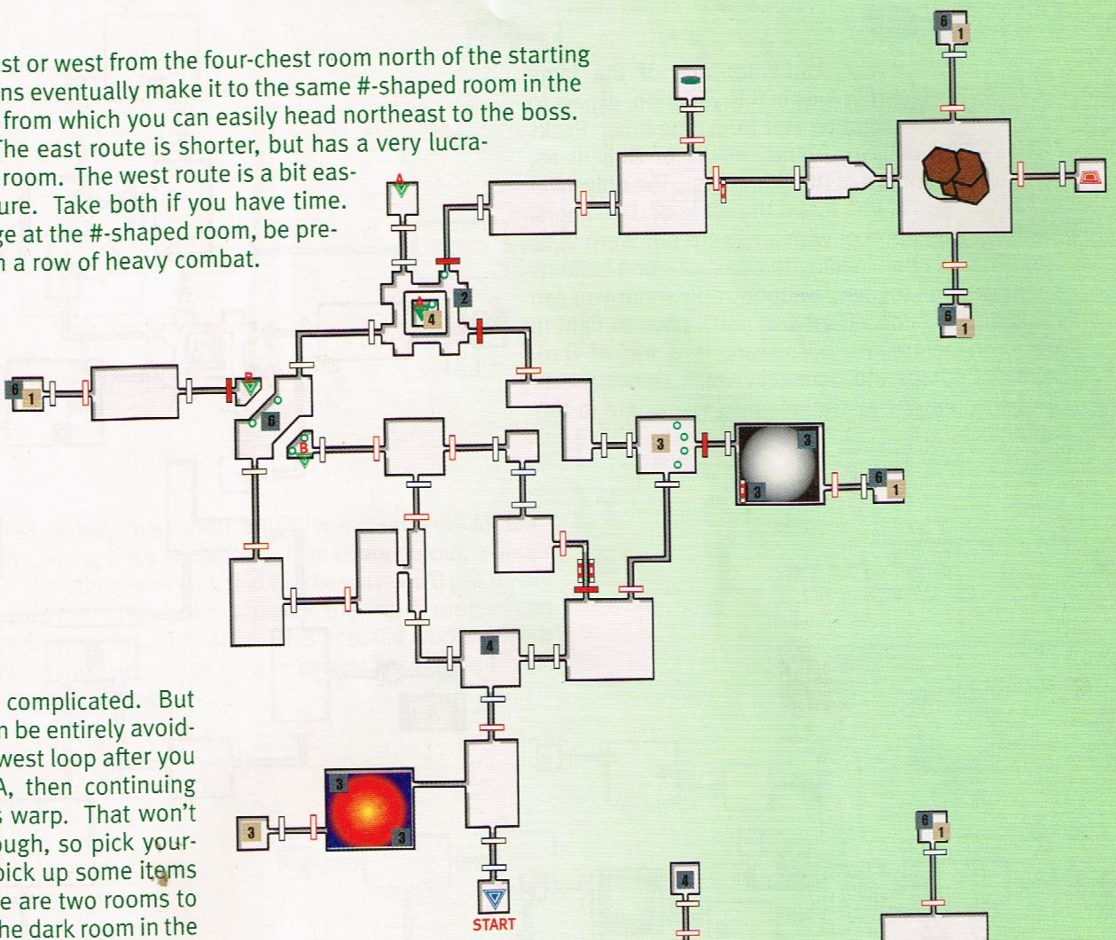

(PS4)
COMD
MACR
RUN
Rune
Rika
Chaz
Wren


PROPHALLUS
(PS4)
COMD
MACR
RUN
Rune
Rika
Chaz
Wren
Raja

MAP DATA

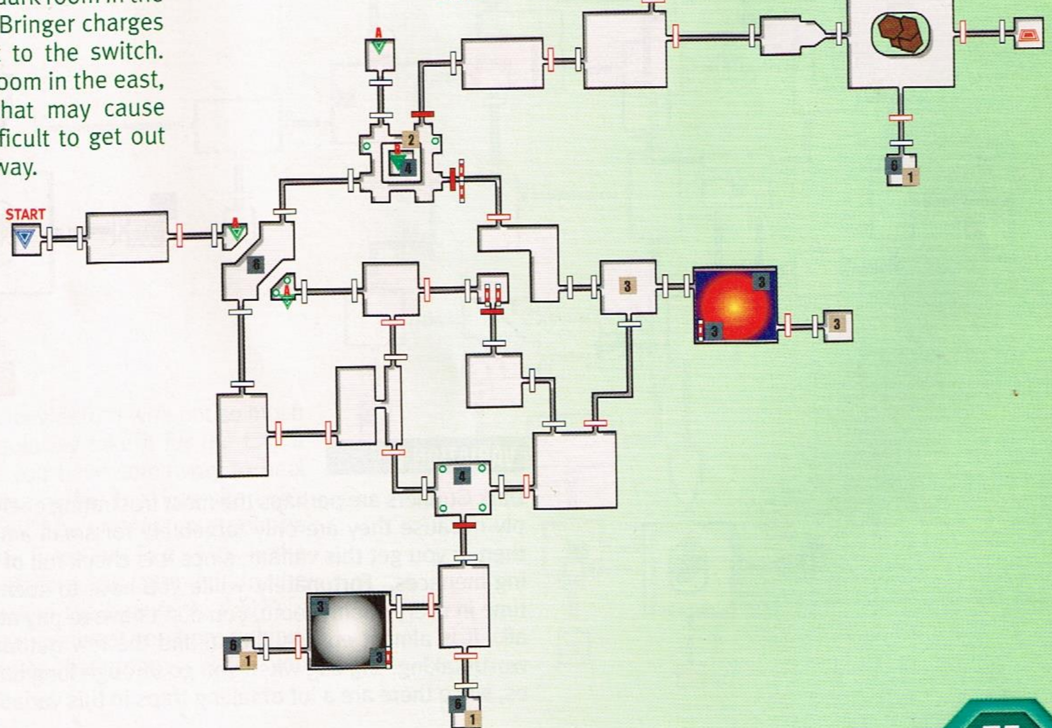
VARIATION A

You can head either east or west from the four-chest room north of the starting teleport. Both directions eventually make it to the same #-shaped room in the north part of the map, from which you can easily head northeast to the boss. So which way to go? The east route is shorter, but has a very lucrative detour into a dark room. The west route is a bit easier, but has less treasure. Take both if you have time. After the forks converge at the #-shaped room, be prepared for two rooms in a row of heavy combat.



VARIATION B

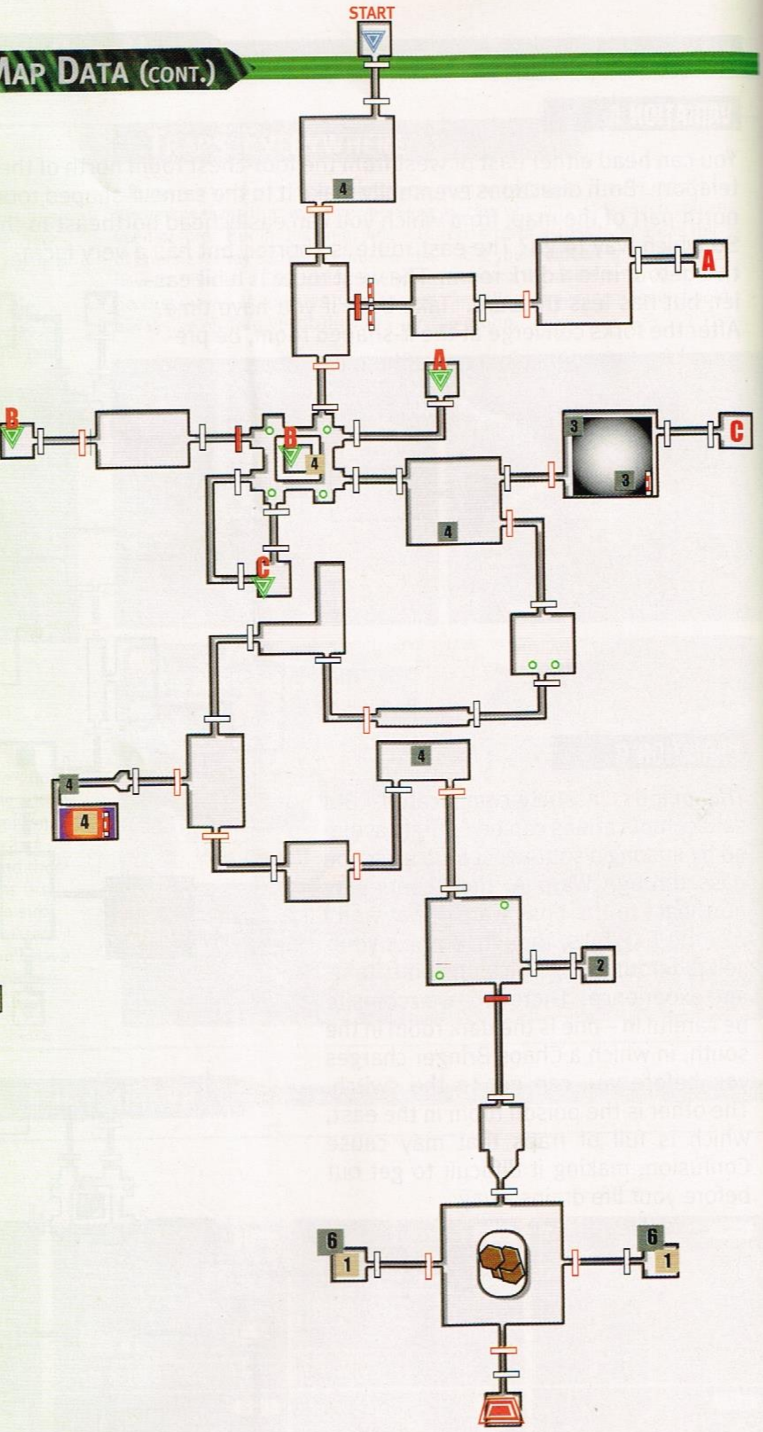
This map is insanely complicated. But said complications can be entirely avoided by making a southwest loop after you pass through Warp A, then continuing northeast to the boss warp. That won't pay the EXP bills, though, so pick yourself a detour and go pick up some items and experience. There are two rooms to be careful in – one is the dark room in the south, in which a Chaos Bringer charges you before you can get to the switch. The other is the poison room in the east, which is full of traps that may cause Confusion, making it difficult to get out before your life drains away.

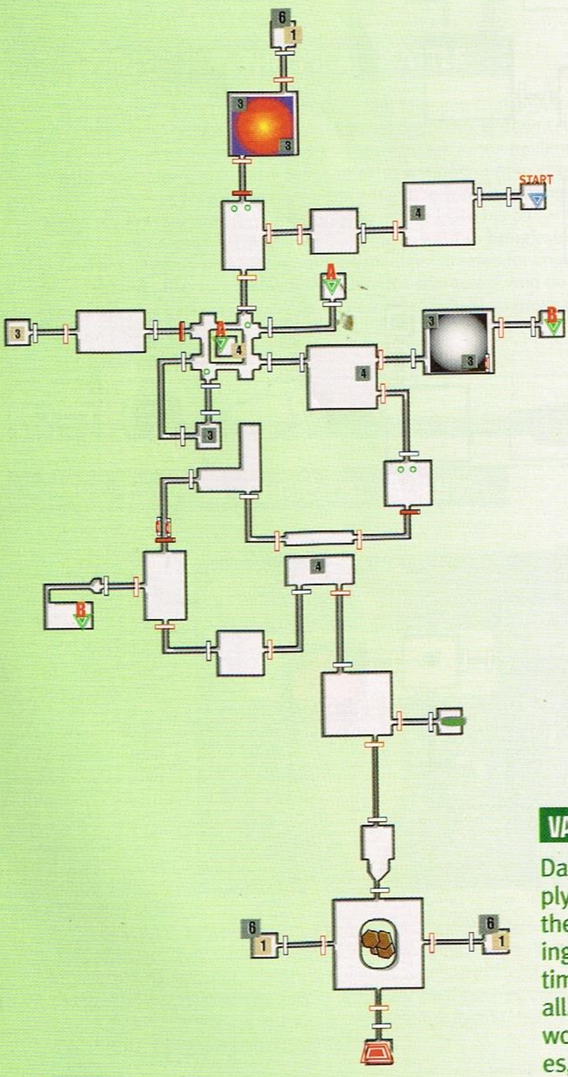


MAP DATA (CONT.)

VARIATION C

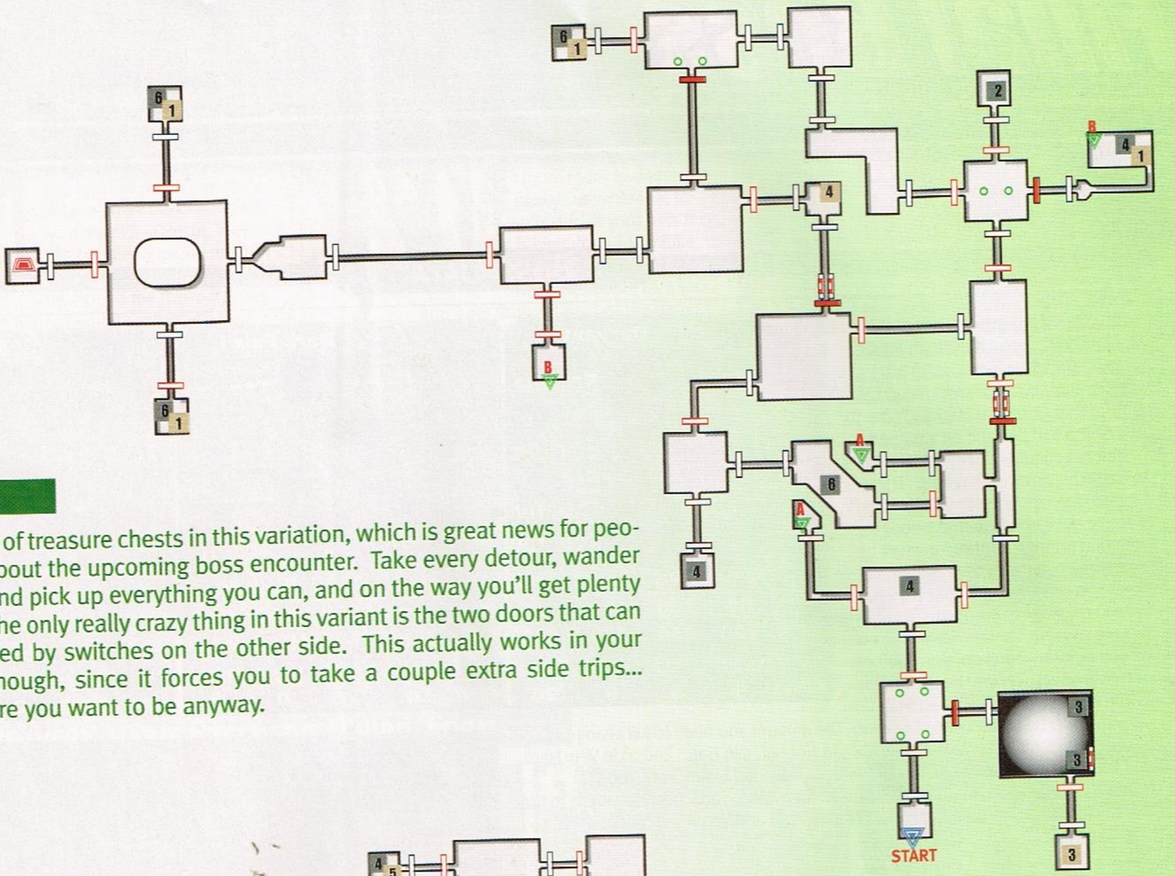
Whenever you enter one of the large square rooms in this variation, expect to be fighting in it for a long time. Packs of Dark Belras, flocks of Dimenians, flotillas of Dark Gunners... The only relief you'll get is in the lack of Delsabers. Don't bother with any warp but Warp C, as that's the only one leading to treasure – and in Ruins 3, you want all the new weapons and armor you can get your hands on. Oddly, all you'll have to fight in the room before the boss warp is a trio of Dark Belras. Perhaps the unusually weak showing is in compensation for all the enemies elsewhere in this variation.





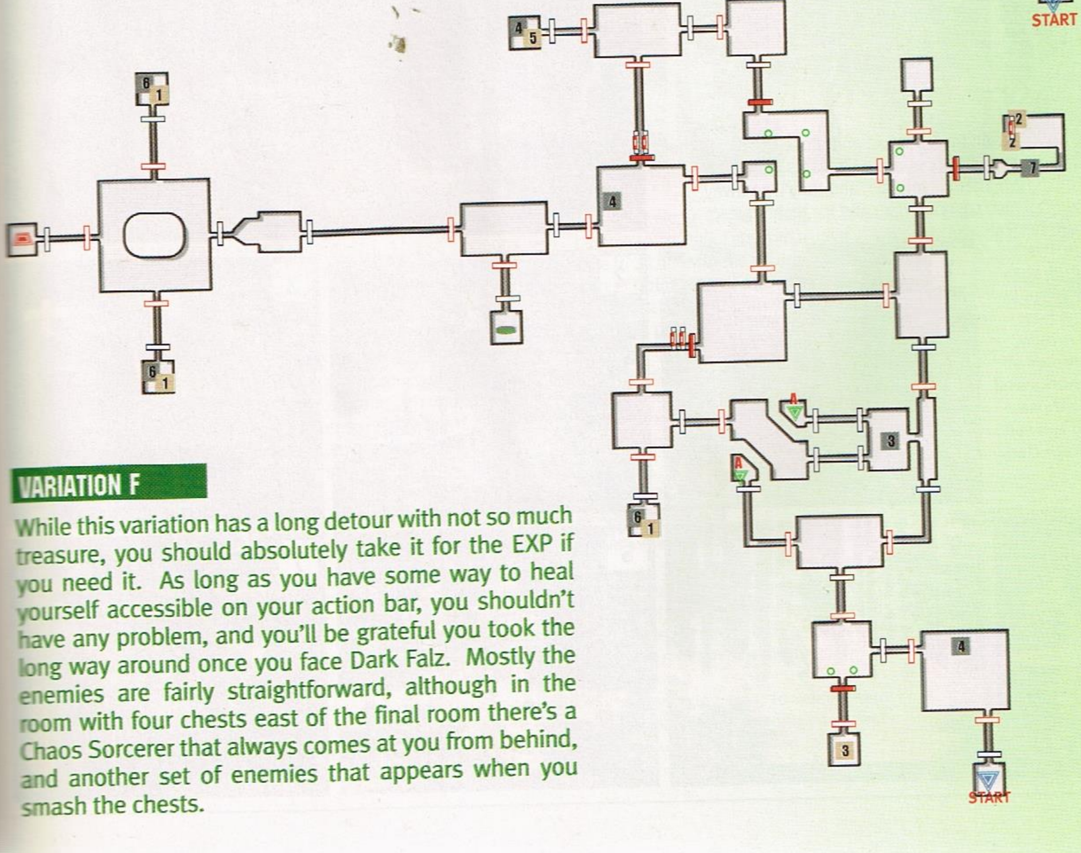
VARIATION D

Dark Gunners are perhaps the most frustrating enemy to face in the Ruins, simply because they are only targetable for small amounts of time. Lucky you, then, if you get this variant, since it is chock full of everyone's favorite skittering menaces. Fortunately, while you have to spend an inordinate amount of time in every enemy room, you don't have to pay attention to the map itself at all. It is almost entirely linear, and the few detours that exist are short and worth taking. Zig-zag when you go through long hallways and hit floor switches, since there are a lot of falling traps in this variation.



VARIATION E

There are lots of treasure chests in this variation, which is great news for people worried about the upcoming boss encounter. Take every detour, wander every warp, and pick up everything you can, and on the way you'll get plenty of EXP, too. The only really crazy thing in this variant is the two doors that can only be opened by switches on the other side. This actually works in your advantage, though, since it forces you to take a couple extra side trips... Which is where you want to be anyway.



VARIATION F

While this variation has a long detour with not so much treasure, you should absolutely take it for the EXP if you need it. As long as you have some way to heal yourself accessible on your action bar, you shouldn't have any problem, and you'll be grateful you took the long way around once you face Dark Falz. Mostly the enemies are fairly straightforward, although in the room with four chests east of the final room there's a Chaos Sorcerer that always comes at you from behind, and another set of enemies that appears when you smash the chests.

Final Boss

BOSS DATA

Darvant

Resistances	
EFR	50
EIC	0
ETH	80
ELC	0
EDK	100
ESP	100

HP	Normal	Hard	V.Hard	Ultimate
Offline	50	120	180	250
Online	125	150	250	300

XP	Normal	Hard	V.Hard	Ultimate
Either	5	5	9	20

Dark Falz I

Resistances	
EFR	70
EIC	100
ETH	20
ELC	20
EDK	100
ESP	100

HP	Normal	Hard	V.Hard	Ultimate
Offline	2500	5000	9000	10000
Online	4000	7500	15000	20000

XP	Normal	Hard	V.Hard	Ultimate
Either	0	0	0	0

Dark Falz 2

Resistances	
EFR	100
EIC	20
ETH	70
ELC	30
EDK	100
ESP	100

HP	Normal	Hard	V.Hard	Ultimate
Offline	3500	6000	7500	8900
Online	5000	9000	10000	16500

XP	Normal	Hard	V.Hard	Ultimate
Either	2400	0	0	0

This climactic battle begins in the most unlikely of places: A lush green garden. Dark Falz won't begin his assault until you approach the obelisk (#1), so that gives you plenty of time to cast Shifta and Deband on your party.

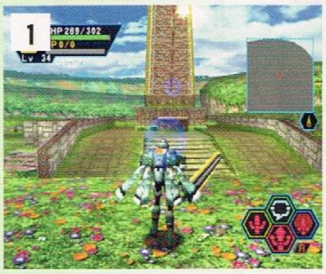
Before you meet Dark Falz, you have to battle his army of Darvants. These bladed spinners will tear you to shreds if you're not careful, so make dodging your first priority. Your radar won't be worth much, but you can find temporary holes towards the center of the map or around the edges. Even then, you have to keep moving, 'cause they'll home in on you quickly. Don't do 3-hit combos, or they'll be all over you by the 3rd hit.

You can only hit them when they turn purple and exude little puffs of smoke. The amount you need to kill changes based on difficulty. In offline mode, it's 3 in Normal, 5 in Hard, and 10 in Very Hard, and you have to kill about 50% more online. Powerful Swords are good for Hunters, and while Rafoie is effective in Normal mode, you'll need to switch to the more powerful, auto-targeting Grants (#2) in Hard and Very Hard mode.

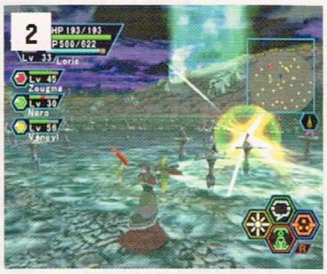
Dark Falz's first form rides on a four-headed chariot, and those heads are the only weak spots (#3). They attack by spitting out more Darvants, which are tougher than they were earlier. Ignore them if you can, and they'll go away when this form dies. Dark Falz can also cast both Fire and Ice techniques, which aren't too strong, but are basically undodgeable if you're close.

In all of his forms, Dark Falz is both resistant to techniques and hard to target, so melee weapons are the best choice. For Forces, Razonde is okay, since its targeting won't be thrown off by the Darvants, and Rafoie works well in Very Hard Mode (#4), since those Darvants are weak to fire and you can take them out while you damage Dark Falz.

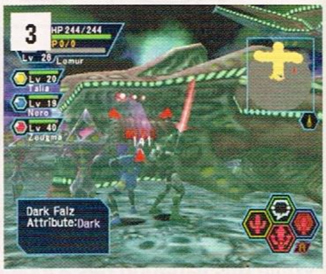
1



2



3



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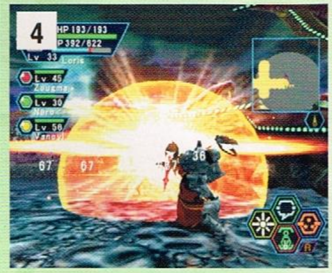


5

6

7

Dark Falz
Attribute:Dark

BOSS DATA (CONT.)

HUNTERS

Hunters are great against Dark Falz. They have the stamina to survive and the power necessary to take down Dark Falz quickly. If they have Resta, they can handle DF pretty much by themselves. Just be careful around the Darvants; use no more than a two-hit combo and have an escape route planned before the second hit connects.

Lv 20
Talia
Lv 19
Nero
Lv 40
Zeugma

RANGERS

Keep a safe distance from Dark Falz's first form, so you'll have more room to dodge the pesky Darvants that DF spits out. If your Accuracy is high, try using a Rifle and firing from positions far to the side of DF's second form (but still against the rim). You just might be out of the way of his shock wave and Rafoie attacks.

Lv 20
Talia
Lv 19
Nero
Lv 18
Aye-Aye
64
Dark Falz
Attribute:Dark

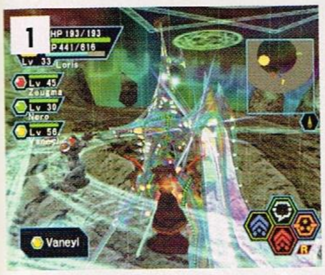
FORCES

Forces have a very hard time here, especially against the third form. You can use Gibarta or Grants, but I prefer to use a powerful Saber and save the TP for Resta. Or better yet, play online and make your allies do all the work in exchange for frequent Shifta boosts. When using this strategy, stay away from DF and far to one side to avoid the Rafoie wave.

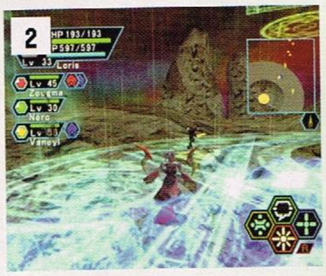
Lv 45
Zeugma
Lv 30
Nero
Lv 56
Vaneyl
Zeugma

THE HARD/VERY HARD EXCLUSIVE THIRD FORM

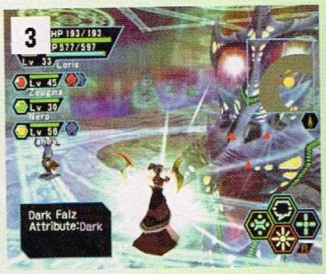
1


HP 193/193
P 441/616
Lv 33 Loris
Lv 45
Zeugma
Lv 30
Nero
Lv 56
Vaneyl

2


HP 193/193
P 597/597
Lv 33 Loris
Lv 45
Zeugma
Lv 30
Nero
Lv 56
Vaneyl

3


HP 193/193
P 577/597
Lv 33 Loris
Lv 45
Zeugma
Lv 30
Nero
Lv 56
Dark Falz
Attribute:Dark

Dark Falz 3

Resistances	
EFR	50
EIC	100
ETH	80
ELC	70
EDK	100
ESP	100

HP	Normal	Hard	V.Hard	Ultimate
Offline	n/a	4000	9000	10000
Online	n/a	8000	13000	21000

XP	Normal	Hard	V.Hard	Ultimate
Either	n/a	6000	12000	39000

Dark Falz's agonizingly difficult final form confirms what we've been saying all along: There is no greater weapon in PSO than guns with the Draw-series element. Using these weapons, you'll be able to hit Dark Falz from almost any point in the ring, and drain mass quantities of life even while he's flashing and immune to all other forms of attack (#1).

When he's up in the sky (where you can't hurt him), he'll rain down waves of blue orbs at one character. Fortunately, these can be outrun if you watch your radar and run at a perfect arc (#2). He will also use Grants to hit random characters. This cannot be dodged, and does absurd amounts of damage. If no one in your party can survive this attack, even using the Resist/Saint strategy, you have no real hope of beating this form. But if one character can, and he or she has Reverser or lots of Moon Atomizers, you may have a chance. Give that character all the Scape Dolls.

When Dark Falz goes down to the lower ring, unload with your Draw-series guns. If you don't have these, Hunters can get a few hits in during the rare moments when he turns blue (#3). Techniques are terrible here... If you have to use one, a high-level Foie is probably the best, but Forces should just act as healers in this battle, constantly circling the ring to Reverser, Resta, and Shifta the fighters.

BEATING DF 3 WITH LOW LEVEL CHARACTERS

Nothing is more depressing than getting all the way to the third form and realizing you just can't survive the Grants attack. You can then go back and slaughter for another 10 levels, or you can get a little tricky. One thing to try is buying Resist/Saint units (or have a high-level character buy them for you). They raise your Light Resistance by 7, and if you use 4 of them in Armor with naturally high Light Resistance, you might be able to get your ELT up to 50!

If you still have trouble, it's time to break out the Scape Dolls. Since you don't want to waste them all after getting surrounded by a fluke Darvant horde or some other unlucky break, I strongly suggest you drop them all before the battle, and only pick them up again when you get to the third form. Don't worry... If you die before that, they'll still be there next time.

TP 789/819
Lv 47
Lv 46
Nero
Lv 53
Zeugma
Lv 68
Vaneyl
Scape Doll

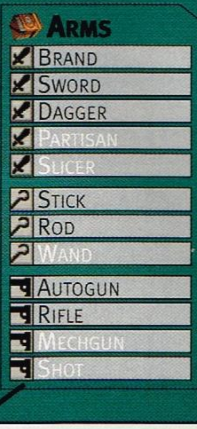
PART III

EPISODE II WALKTHROUGH

EXTENSIVE ITEM, ENEMY AND MAP DATA

HOW TO USE THIS SECTION

ITEM DATA



ARMS

- Brand
- Sword
- Dagger
- Partisan
- Slicer
- Stick
- Rod
- Wand
- Autogun
- Rifle
- Mechgun
- Shot

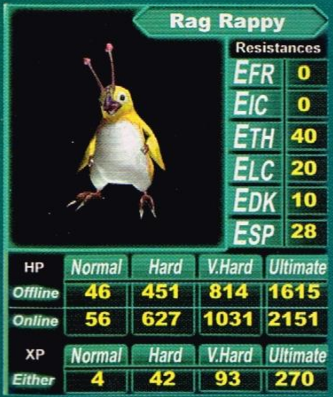
Every section begins with a list of the items that can be found in that area. The items are divided into four categories: Tools (stuff that comes in green boxes), Techniques (the contents of the disks that may come in green boxes), Arms (weapons), and Guards (shields, armors, and units). **THIS DATA DIFFERS SLIGHTLY FOR EACH SECTION ID**, so the information presented here reflects the average of all Sections IDs. You may find a few weapons or items slightly earlier or later than we predict.

The item lists are color-coded: White items do not appear in this area, while black ones do. In the lower half of the page, you'll find the same data for Hard, Very Hard and Ultimate modes. Since virtually every Tool appears in all Hard, Very Hard, and Ultimate Mode areas, we've omitted the Tool chart from those sections.

In every area (after the first few), there is a list of five different Armor and Shield units. The one you are most likely to get is in the middle, the ones that are most rare are the first (the weakest) and the last (the strongest) on the list.

VR Spaceship Alpha

ENEMY DATA



Rag Rappy

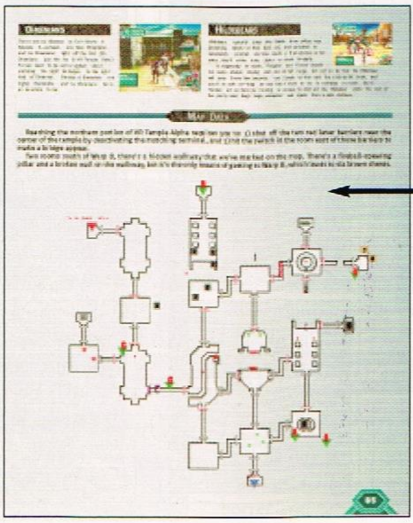
Resistances	
EFR	0
EIC	0
ETH	40
ELC	20
EDK	10
ESP	28

HP	Normal	Hard	V.Hard	Ultimate
Offline	46	451	814	1615
Online	56	627	1031	2151

XP	Normal	Hard	V.Hard	Ultimate
Either	4	42	93	270

Each section also has a list of the enemies that can first be found in that area. The boxes list the amount of Hit Points they have in all three modes, online and offline (so the Rappy has a scant 46 in the offline Mode at normal difficulty, but a whopping 1031 if you're playing online in Very Hard Mode).

The lower the enemy's Resistance to an element type, the more damage techniques or special attacks of that type will do. **ALL OF THE RESISTANCE DATA IS GATHERED FROM THE NORMAL MODE.** Resistances do go up in harder difficulty modes, but this usually does not affect strategy. For example, the Rappy's Thunder Resistance is much higher in later modes, but Fire and Ice are not. So Fire and Ice will always be the way to go.



MAP DATA

Every time you play PSO, one of a number of maps for each area are selected at random. At the end of each section, we've printed the most common maps that appear in offline play. The maps should be simple to read: Red and white doors can only be unlocked by killing all the enemies, while black doors are always open. Doors that are filled with a solid color can only be opened by hitting a switch of that color. All the terminals and laser barriers are color-coded, and the chests are condensed into one icon: Grey for chests with random contents, Brown for chests with fixed contents.

THE SIX RESISTANCES:

EFR: Resistance to Fire (Foie)
EIC: Resistance to Ice (Barta)
ETH: Resistance to Thunder (Zonde)
ELT: Resistance to Light (Grants)
EDK: Resistance to Dark (Megid)
ESP: Resistance to certain weapon abilities, like Dim, Panic, Hold, etc.

EPISODE II

VR Temple Alpha AREA

ITEM DATA

NORMAL MODE ITEMS

TOOLS

- MONOMATE
- DIMATE
- TRIMATE
- MONOFLUID
- DIFLUID
- TRIFLUID
- ANTIDOTE
- ANTIPARALYSIS
- SOL ATOMIZER
- MOON ATOMIZER
- STAR ATOMIZER
- TELEPIPE
- TRAP VISION
- MONOGRINDER
- DIGRINDER
- TRIGRINDER
- MATERIAL (MISC.)
- SCAPE DOLL

TECHNIQUES

FOIE	L1
BARTA	L1
ZONDE	L1
GIFOIE	L2-6
GIBARTA	L2-6
GIZONDE	L2-6
RAFOIE	L1-3
RABARTA	L1-3
RAZONDE	L1-3
GRANTS	L1-2
MEGID	L1-2
RESTA	L1
ANTI	L4-9
REVERSER	
SHIFTA	L3-6
DEBAND	L3-6
JELLEN	L2-6
ZALURE	L2-6
RYUKER	

ARMS

- SABER
- SWORD
- DAGGER
- PARTISAN
- SLICER
- CANE
- ROD
- WAND
- HANDGUN
- RIFLE
- MECHGUN
- SHOT

GUARDS

- FRAME
- ARMOR
- PSY ARMOR
- GIGA FRAME
- SOUL FRAME
- BARRIER
- SHIELD
- CORE SHIELD
- GIGA SHIELD
- SOUL BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★☆☆☆☆☆☆☆☆

23
HP 146/177
TP 120/178
Lv 28
Luna

HARD MODE ITEMS

TECHNIQUES

FOIE	L6-8	RESTA	L6-8
BARTA	L6-8	ANTI	L1-3
ZONDE	L6-8	REVERSER	
GIFOIE	L3-5	SHIFTA	L3-5
GIBARTA	L3-5	DEBAND	L3-5
GIZONDE	L3-5	JELLEN	L3-5
RAFOIE	L2-4	ZALURE	L3-5
RABARTA	L2-4	RYUKER	
RAZONDE	L2-4		
GRANTS	L2-6		
MEGID	L2-4		

ARMS

- PALLASCH
- BREAKER
- BLADE
- HALBERT
- SPINNER
- CLUB
- POLE
- STAFF
- RAILGUN
- BLASTER
- REPEATER
- SPREAD

GUARDS

- GIGA FRAME
- SOUL FRAME
- CROSS FRAME
- SOLID FRAME
- BRAVE FRAME
- GIGA SHIELD
- SOUL BARRIER
- HARD SHIELD
- BRAVE BARRIER
- SOLID SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★☆☆☆☆☆☆

VERY HARD MODE ITEMS

TECHNIQUES

FOIE	L8-13	REVERSER	
BARTA	L8-13	SHIFTA	L6-12
ZONDE	L8-13	DEBAND	L6-12
GIFOIE	L6-12	JELLEN	L6-12
GIBARTA	L6-12	ZALURE	L6-12
GIZONDE	L6-12	RYUKER	
RAFOIE	L4-9		
RABARTA	L4-9		
RAZONDE	L4-9		
GRANTS	L3-9		
MEGID	L3-9		
RESTA	L9-13		
ANTI	L2-5		

ARMS

- GLADIUS
- CLAYMORE
- RIPPER
- BERDYS
- SAWCER
- CLUB
- PILLAR
- BATON
- RAYGUN
- LASER
- VULCAN
- LAUNCHER

GUARDS

- BRAVE ARMOR
- HYPER FRAME
- GRAND ARMOR
- SHOCK FRAME
- KING'S FRAME
- SOLID SHIELD
- FLAME BARRIER
- PLASMA BARRIER
- FREEZE BARRIER
- PSYCHIC BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★★☆☆☆☆

ULTIMATE MODE ITEMS

TECHNIQUES

FOIE	L21-30	REVERSER	
BARTA	L13-18	SHIFTA	L13-16
ZONDE	L13-18	DEBAND	L13-16
GIFOIE	L3-16	JELLEN	L13-16
GIBARTA	L13-16	ZALURE	L13-16
GIZONDE	L13-16	RYUKER	
RAFOIE	L13-14		
RABARTA	L13-14		
RAZONDE	L13-14		
GRANTS	L13-14		
MEGID	L13-14		
RESTA	L13-18		
ANTI	L3-6		

ARMS

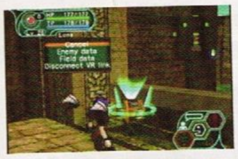
- GLADIUS
- CLAYMORE
- RIPPER
- BERDYS
- SAWCER
- CLUB
- PILLAR
- BATON
- RAYGUN
- LASER
- VULCAN
- LAUNCHER

GUARDS

- BRAVE ARMOR
- HYPER ARMOR
- GRAND ARMOR
- SHOCK ARMOR
- KING'S FRAME
- SOLID SHIELD
- FLAME SHIELD
- PLASMA SHIELD
- FREEZE SHIELD
- PSYCHIC SHIELD

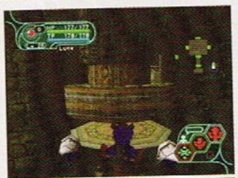
AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★★★★☆☆



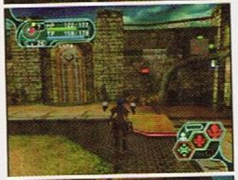
COMMUNICATION TERMINAL

Elly Person, your enthusiastic support operator back at the lab, can provide you with field information via these portable communication terminals. You can also use the terminals to disconnect the VR link in the Temple and return to the Lab. You won't be able to access them, however, unless the room is clear of enemies.



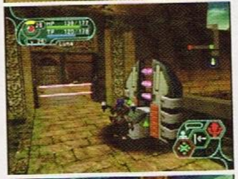
PRESS TRAPS

These character-smashing devices are similar to those in Episode I, only there's no red light to warn you when they're about to crash down. Low-level characters should be especially careful around these, because getting crushed just once can deplete all of their HP.



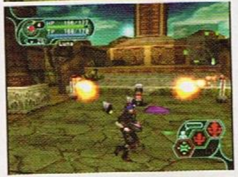
BOMB TRAPS

If you're a Human or a Newman, these little red and gray objects pop out of the ground. You can destroy them with a gunshot or Zonde spell, but you must act quickly before they explode in your face. Androids can see traps before they appear, and should consider it their duty to disarm them (with a gun).



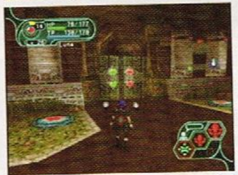
LASER BARRIERS

Some of the laser barriers in this area block the only path forward and must be deactivated before you can proceed. To shut them off, find a terminal with the same-color beams. Simply deactivate the terminal, and the barrier goes too.



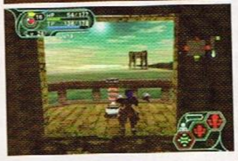
PILLARS

These are the most dangerous and irritating traps in the game, particularly for low-level characters. When pillars detect your movement, they pop up from the ground and shoot fireballs at you (or in later stages, a damaging freeze-ray). You can destroy them, but since they have a relatively short range, it's often wiser to just run past them.



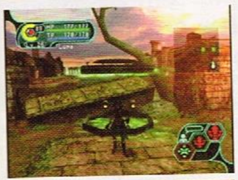
FLOOR SWITCHES

Floor switches lock certain doors, like the ones shown here. To open them, you must find and step on as many red floor switches as there are red lights on the door. If you're playing multi-player, someone needs to stay standing on each switch, because the door won't unlock until all the switches are being pressed simultaneously.



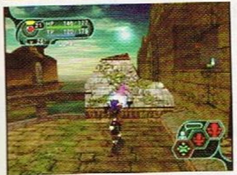
GATES AND SWITCHES

Other locked doors you can only open by hitting a cylindrical switch like the one shown here. The color of the switch (and sometimes the symbol on it) always matches the door it opens.



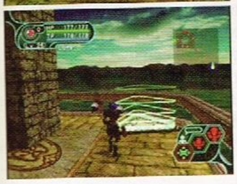
HEALING RIGS

Here's one object that won't squish you, throw fireballs at you, or blow you up. In fact, a few seconds spent between the rings of what we call a "healy-gig" will refill your HP and TP. Always keep an eye out for them, because they can save you an unwanted trip back to Pioneer 2.



BROKEN WALLS

You can sometimes destroy rubble and broken walls such as the one shown here to reveal hidden paths and/or treasure. The lock-on doesn't indicate which walls are destructible, so if an area looks suspicious, hack or shoot it several times to see what happens.



TRANSPORTERS

Your journeys always begin at the blue transporter from Pioneer 2, and end at the red transporter that leads to the next area. No switches or terminals in VR Temple Alpha affect anything in Temple Beta, so once you find the transporter, you can take it whenever you're ready.

ITEM DATA

Rag Rappy

Resistances	
EFR	0
EIC	0
ETH	40
ELC	20
EDK	10
ESP	28

HP	Normal	Hard	V.Hard	Ultimate
Offline	46	451	814	1615
Online	56	627	1031	2151

XP	Normal	Hard	V.Hard	Ultimate
Either	4	42	93	270

Poison Lily

Resistances	
EFR	20
EIC	20
ETH	20
ELC	0
EDK	15
ESP	5

HP	Normal	Hard	V.Hard	Ultimate
Offline	54	462	826	1635
Online	74	652	1057	2200

XP	Normal	Hard	V.Hard	Ultimate
Either	10	52	105	300

Monest

Resistances	
EFR	0
EIC	50
ETH	20
ELC	50
EDK	20
ESP	0

HP	Normal	Hard	V.Hard	Ultimate
Offline	350	856	1240	2375
Online	420	1130	1559	3134

XP	Normal	Hard	V.Hard	Ultimate
Either	6	45	97	280

Mothmant

Resistances	
EFR	30
EIC	0
ETH	40
ELC	0
EDK	10
ESP	0

HP	Normal	Hard	V.Hard	Ultimate
Offline	8	200	450	1000
Online	8	200	480	1000

XP	Normal	Hard	V.Hard	Ultimate
Either	1	37	87	147

Grass Assassin

Resistances	
EFR	0
EIC	50
ETH	15
ELC	20
EDK	33
ESP	10

HP	Normal	Hard	V.Hard	Ultimate
Offline	189	641	1015	1973
Online	210	840	1255	2567

XP	Normal	Hard	V.Hard	Ultimate
Either	12	55	109	310

Dimenian

Resistances	
EFR	0
EIC	85
ETH	45
ELC	20
EDK	30
ESP	10

HP	Normal	Hard	V.Hard	Ultimate
Offline	62	472	837	1655
Online	97	684	1091	2262

XP	Normal	Hard	V.Hard	Ultimate
Either	6	45	97	280

La Dimenian

Resistances	
EFR	45
EIC	0
ETH	85
ELC	20
EDK	30
ESP	10

HP	Normal	Hard	V.Hard	Ultimate
Offline	87	506	872	1718
Online	122	718	1127	2329

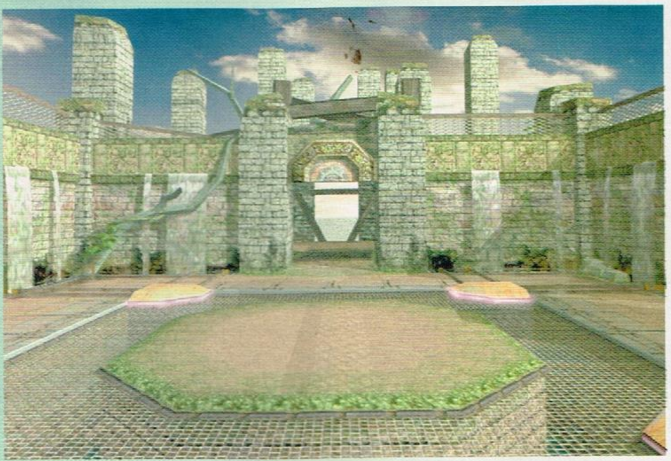
XP	Normal	Hard	V.Hard	Ultimate
Either	7	47	99	285

Hildebear

Resistances	
EFR	75
EIC	0
ETH	50
ELC	50
EDK	28
ESP	25

HP	Normal	Hard	V.Hard	Ultimate
Offline	303	793	1174	2258
Online	343	1023	1447	2926

XP	Normal	Hard	V.Hard	Ultimate
Either	10	52	105	300



POISON LILIES

Poison Lilies spit blobs that Poison or Paralyze Human and Newman characters. Poison victims can use the Anti techniques, but Paralysis victims must use an Antiparalysis or have a teammate use Anti for them. If neither of these are an option, let yourself get hit by the spit again to toggle your status back to Poison.

Since Androids are immune, they should handle the Lilies if possible. Handguns have longer range than Poison Lilies, so even gun-wielding non-Androids can kill the Lilies safely if they're careful. The spit has the same range as Foie, so Forces should cast carefully and run away, whereas Hunters should run in a spiral to avoid the shot. Don't get too close—they also have a close-range bite. Lilies point straight up and flash red when they're on the brink of death. Finish them quickly or they'll explode in a burst of paralyzing powder. And you won't get any EXP.

RAG RAPPIES

The noble Rag Rappy: It's hairy, soft, cute, so lovely and pretty! It's hard not to feel a little bit guilty about beating the crap out of these fuzzy Phantasy Star series mascots, but if you want their items, you'll have to do it twice. After the initial K.O., watch over their bodies until they rise to make their escape. Smack 'em on their way out, and their treasure is yours. Note that if you hit a Rappy with a gun before it notices you, it will immediately turn and bolt. You won't get any items or EXP, but it's a good way to avoid a dangerous confrontation with super-tough Hard mode Rappies.

MONESTS

Monests are a lot of work for not much reward. They have 300 HP in Normal mode, but you'll want to kill them with strong-strong-strong combos or Foie blasts before they spew out too many Mothmants. The Mothmants are typically more of an annoyance than a threat, but watch out in Hard, Very Hard, and Ultimate modes! In those modes, they come quickly, do big damage, and have at least 200 HP. Use quick weapons and weak attacks or their sudden stings can seriously interfere with your combos.

GRASS ASSASINS

Grass Assassins are relatively fun and easy to fight. They're slow when they're not charging, and they're nice big targets. But the fun is over when one gets you in its paralysis beam. Then you're stuck to the floor while it rips into you. Affected players can keep attacking, but can't turn to face the Assassin unless they can use a Zonde spell or a lucky gunshot to re-orient themselves. When you see a teammate get caught in its beam, rush in to help by applying rapid beatings to the Assassin to prevent it from getting in any hits. They only other time you must fear Assassins is when they charge. During that period, they're immune to attacks, so don't waste your techniques.

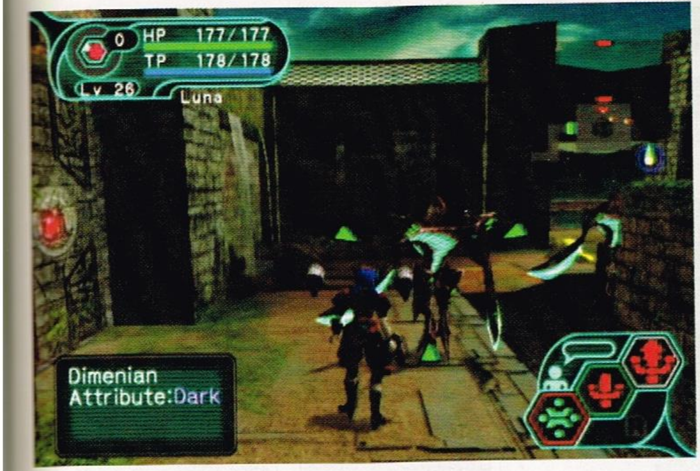
DIMENIANS

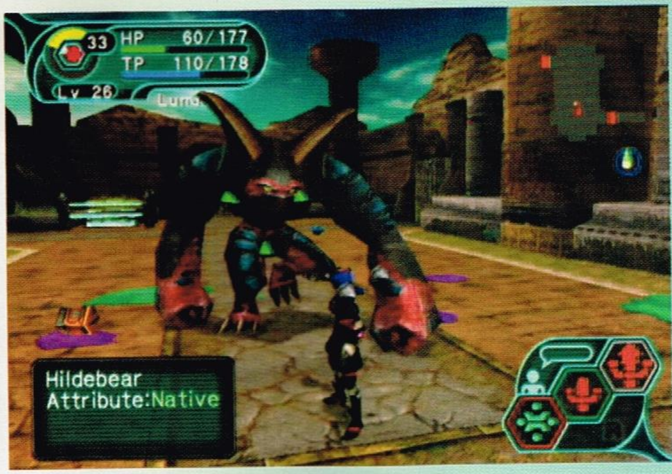
There are no Boomas or Evil Sharks in Episode II—instead, you face Dimenians and La Dimenians right off the bat. (So Dimenians join the fun in VR Temple Beta.) Forces need to be extra vigilant about matching the right technique to the right kind of Dimenian. Standard Dimenians are highly flammable, and La Dimenians have an aversion to ice.

HILDEBEARS

Hildebears typically jump into battle from off-screen (smashing whoever they land on), and proceed to senselessly pummel anyone nearby. If everyone is far away, they'll either jump closer or shoot fireballs.

In single-player mode, Rangers and Forces should run away, always staying just out of fist range, but not so far that the Hildebear will jump. Every few seconds, use Zonde or turn and fire a three-hit burst, and you'll be safe as—long as you have room to run. In multiplayer mode, have Hunters act as decoys, running in circles to distract the Hildebear while the rest of the party uses long-range weapons and spells from a safe distance.

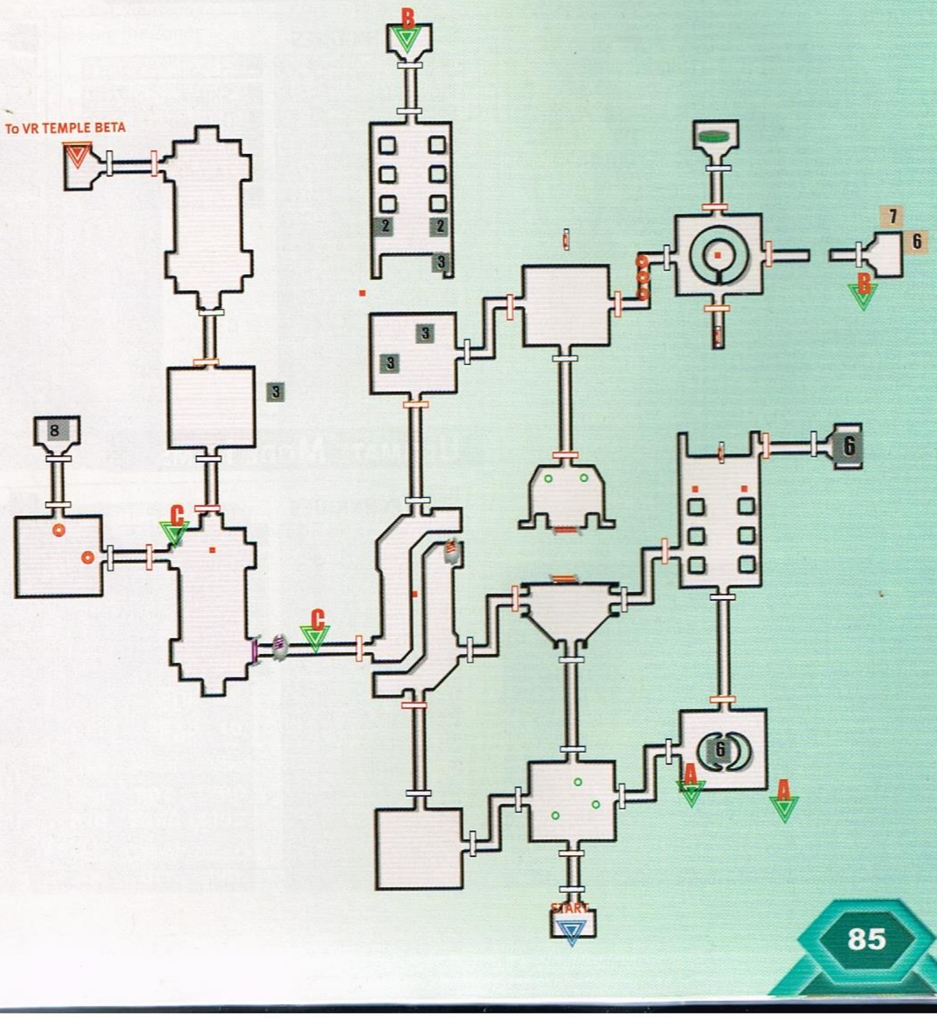




MAP DATA

Reaching the northern portion of VR Temple Alpha requires you to: 1) shut off the two red laser barriers near the center of the temple by deactivating the matching terminal, and 2) hit the switch in the room east of those barriers to make a bridge appear.

Two rooms south of Warp B, there's a hidden walkway that we've marked on the map. There's a fireball-spewing pillar and a broken wall on the walkway, but it's the only means of getting to Warp B, which leads to six brown chests.



VR Temple Beta AREA

ITEM DATA

NORMAL MODE ITEMS

TOOLS

- Monomate
- Dimate
- Trimate
- Monofluid
- Difluid
- Trifluid
- Antidote
- Antiparalysis
- Sol Atomizer
- Moon Atomizer
- Star Atomizer
- Telepipe
- Trap Vision
- Monogrinder
- Digrinder
- Trigrinder
- Material (misc.)
- Scape Doll

TECHNIQUES

Foie	L1
Barta	L1
Zonde	L1
Gifoie	L2-6
Gibarta	L2-6
Gizonde	L2-6
Rafoie	L1-3
Rabarta	L1-3
Razonde	L1-3
Grants	L1-2
Megid	L1-2
Resta	L1
Anti	L4-9
Reverser	
Shifta	L3-6
Deband	L3-6
Jellen	L2-6
Zalure	L2-6
Ryuker	

ARMS

- Saber
- sword
- dagger
- partisan
- slicer
- cane
- rod
- wand
- handgun
- rifle
- mechgun
- shot

GUARDS

- Frame
- Armor
- Psy armor
- giga frame
- soul frame
- Barrier
- Shield
- core shield
- giga shield
- soul Barrier

Average level of Armor "Units" in this area:

★★☆☆☆☆☆☆☆☆

66
HP 166/177
TP 16/178
Lv 26
Luna

HARD MODE ITEMS

TECHNIQUES

Foie	L6-8
Barta	L6-8
Zonde	L6-8
Gifoie	L3-5
Gibarta	L3-5
Gizonde	L3-5
Rafoie	L3-4
Rabarta	L3-4
Razonde	L3-4
Grants	L2-3
Megid	L2-4
Resta	L6-8
Anti	L1-3
Reverser	
Shifta	L3-5
Deband	L3-5
Jellen	L3-5
Zalure	L3-5
Ryuker	

ARMS

- PALLASCH
- BREAKER
- BLADE
- HALBERT
- SPINNER
- CLUB
- POLE
- STAFF
- RAILGUN
- BLASTER
- REPEATER
- SPREAD

GUARDS

- SOUL FRAME
- CROSS ARMOR
- SOLID FRAME
- BRAVE ARMOR
- HYPER FRAME
- SOUL BARRIER
- HARD SHIELD
- BRAVE BARRIER
- SOLID SHIELD
- FLAME BARRIER

Average level of Armor "Units" in this area:

★★★★☆☆☆☆☆☆

VERY HARD MODE ITEMS

TECHNIQUES

Foie	L8-13
Barta	L8-13
Zonde	L8-13
Gifoie	L7-12
Gibarta	L7-12
Gizonde	L7-12
Rafoie	L4-9
Rabarta	L4-9
Razonde	L4-9
Grants	L3-9
Megid	L3-9
Resta	L8-13
Anti	L2-5
Reverser	
Shifta	L7-12
Deband	L7-12
Jellen	L7-12
Zalure	L7-12
Ryuker	

ARMS

- GLADIUS
- CLAYMORE
- RIPPER
- BERDYS
- SAWCER
- CLUB
- PILLAR
- BATON
- RAYGUN
- LASER
- VULCAN
- LAUNCHER

GUARDS

- HYPER FRAME
- GRAND ARMOR
- SHOCK FRAME
- KING'S FRAME
- DRAGON FRAME
- FLAME BARRIER
- PLASMA BARRIER
- FREEZE BARRIER
- PSYCHIC BARRIER
- General SHIELD

Average level of Armor "Units" in this area:

★★★★★★☆☆☆☆

ULTIMATE MODE ITEMS

TECHNIQUES

Foie	L14-21
Barta	L14-21
Zonde	L14-21
Gifoie	L21-30
Gibarta	L14-18
Gizonde	L14-18
Rafoie	L14-15
Rabarta	L14-15
Razonde	L14-15
Grants	L14-15
Megid	L14-15
Resta	L14-21
Anti	L3-6
Reverser	
Shifta	L14-18
Deband	L14-18
Jellen	L14-18
Zalure	L14-18
Ryuker	

ARMS

- Gladius
- Claymore
- Ripper
- Berdys
- Sawcer
- Club
- Pillar
- Baton
- Raygun
- Laser
- Vulcan
- Launcher

GUARDS

- HYPER FRAME
- Grand Armor
- SHOCK FRAME
- King's Frame
- DRAGON FRAME
- FLAME BARRIER
- PLASMA BARRIER
- FREEZE BARRIER
- PSYCHIC BARRIER
- GENERAL Shield

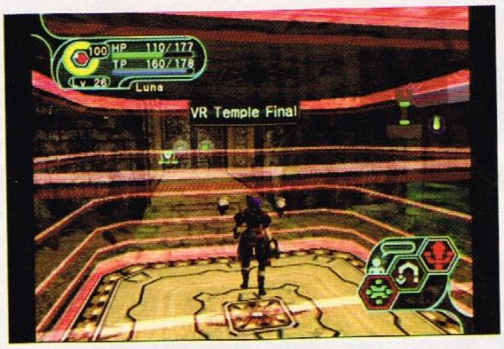
Average level of Armor "Units" in this area:

★★★★★★★☆☆☆

STRATEGY DATA

THE BOSS WARP

The red one-way Boss Warp transports you to the showdown with Barba Ray. You must defeat all enemies in the room for the warp to activate. If you're online, you'll also need to assemble your entire group before you say "yes" at the prompt (assuming no one wants to be left behind), because the transporter won't be usable again until the boss is defeated.

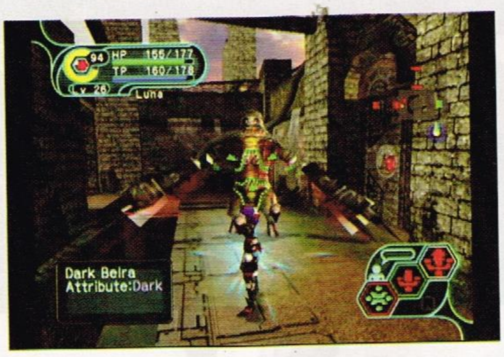


ENEMY DATA

DARK BELRA

Giant, oafish Dark Belras are the toughest enemies in the Temple. Rangers and Forces should take them out at medium range (if you're too far away, they'll shoot their claws at you). Hunters may have to get up close and spar with them, risking their powerful arm swipes. Fortunately, all the tricks you used against Hildebears are effective against Dark Belras, except that the Belras aren't so good at chasing. Their main technique weaknesses are the Zonde series and Grants, which totally wreck them.

The most dangerous thing about Dark Belras is the incredible range of their long-range claw attack. They'll hit you from across the room if you're not careful.



Dark Belra

Resistances	
EFR	45
EIC	45
ETH	15
ELC	0
EDK	53
ESP	18

HP	Normal	Hard	V.Hard	Ultimate
Offline	400	922	1310	2500
Online	499	1239	1674	3347

XP	Normal	Hard	V.Hard	Ultimate
Either	15	60	115	325

So Dimenian

Resistances	
EFR	85
EIC	45
ETH	0
ELC	20
EDK	35
ESP	10

HP	Normal	Hard	V.Hard	Ultimate
Offline	112	539	907	1780
Online	145	750	1160	2392

XP	Normal	Hard	V.Hard	Ultimate
Either	8	48	101	290

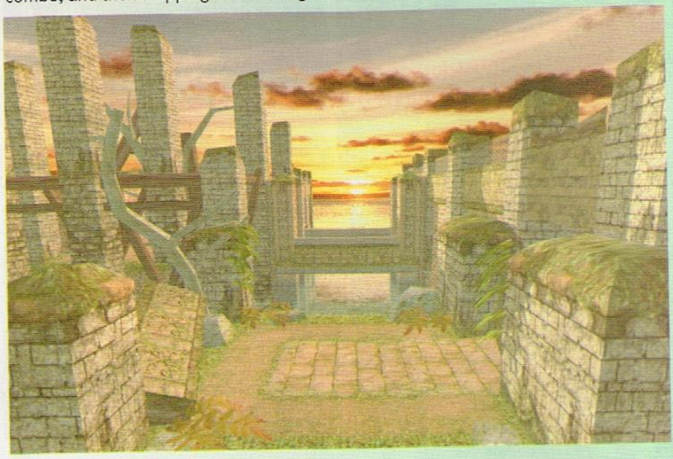
TELEPIPE TRICKS

Before the boss fight, you may want to go to Pioneer 2 to heal, sell junk, and stock up on supplies. But even if you don't want to visit town, drop a Telepipe. That way, if you lose the boss fight you can go straight back to the Boss Warp instead of having to walk through Temple Beta again. If you're online, have two characters make Telepipes. If everyone only uses the other players' pipes, they'll never go away.

100
HP 180/183
TP 174/184
Lv 27
Luna

AREA DATA

If you're jumping right into Episode II without having completed Episode I, you'll have a tough time in VR Temple Beta. The place is swarming with enemies, and the Dark Belra's long-range claw attack can kill a low-level character with one hit. If you insist on only playing Episode II, you're going to have to take it slow here. Use the time-honored PSO tradition of stepping into a room, firing off a quick three-hit combo, and then stepping back through the doorway to safety.



BOSS DATA

The Barba Ray is the result of an evolutionary simulation performed by the Lab, showing how the De Rol Le from Episode I could evolve if released to the open sea. As with its predecessor, opportunities to really hurt Barba Ray don't come along often, so the key to victory is to exploit them when they do and dodge like a madman the rest of the time. Its first attack is a series of glowing white balls. Either carefully weave between them, or run to the far corner of the raft where you probably won't get hit by more than one. Next, a row of Pig Rays is lined up along one side (and later, sometimes two sides) of the raft. Move to the opposite side, and when the first Pig Ray charges, run across to avoid the lot of them. After that, spikes begin to shoot up through the raft. They inflict damage, and any character that comes in contact with them will be poisoned. In single-player mode, simply keep moving to dodge them. In a group, keep an eye on where everyone else is going, because the spikes will be right behind them.

When the Barba Ray finally flops onto the raft, it releases a damaging red mist. Keep your distance until the mist dissipates, then move in and start hacking. Later on, Barba Ray will stand up and fire laser beams, which you can avoid simply by running from side to side on the raft. A group will need to get in sync, or someone will get hit.

Barba Ray

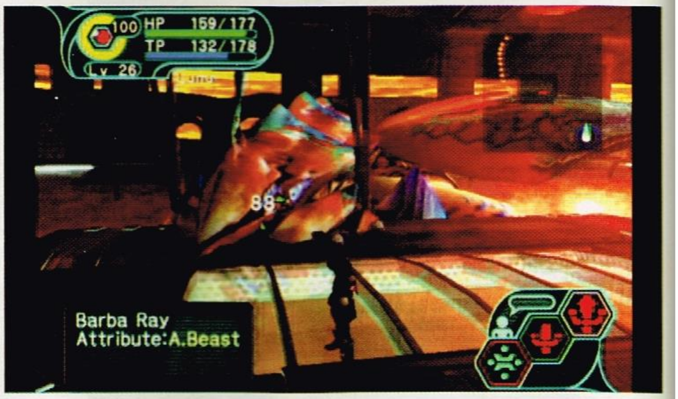
Resistances	
EFR	75
EIC	70
ETH	25
ELC	50
EDK	100
ESP	100

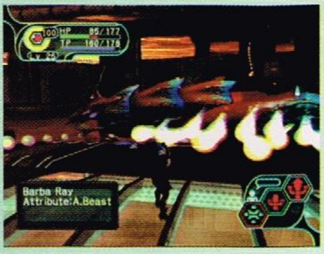
HP	Normal	Hard	V.Hard	Ultimate
Offline	2000	3200	5500	7700
Online	3600	6900	10000	13600
XP	**Normal**	**Hard**	**V.Hard**	**Ultimate**
Either	400	2200	6900	15000

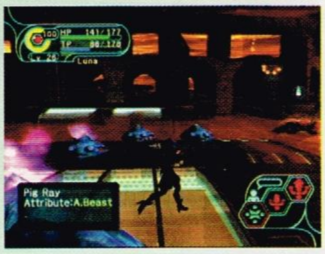
Pig Ray

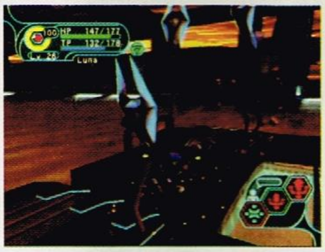
Resistances	
EFR	80
EIC	30
ETH	75
ELC	50
EDK	100
ESP	0

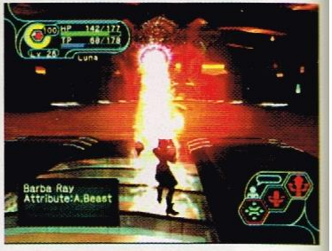
HP	Normal	Hard	V.Hard	Ultimate
Offline	120	150	210	300
Online	160	210	250	363
XP	**Normal**	**Hard**	**V.Hard**	**Ultimate**
Either	0	0	0	0











HUNTERS

With a Sword or Partisan, Hunters can hit Barba Ray sometimes when it's swimming alongside the raft (yet another reason to play Episode I first). The real plus, however, is the damage they can dish out when Barba Ray flops onto the raft. Aim for the back of the neck, and either weapon will hit for heavy damage in three places with each swing.

RANGERS

Rangers are a mixed bag here. They can hit Barba Ray during the laser blast phase, but be conservative—do one 3-hit combo, dodge, then repeat. They can also hit Barba Ray while at sea, especially with Rifles, although that's not easy. Unfortunately, Rangers can't do as much damage as Hunters can when Barba Ray is on the raft.

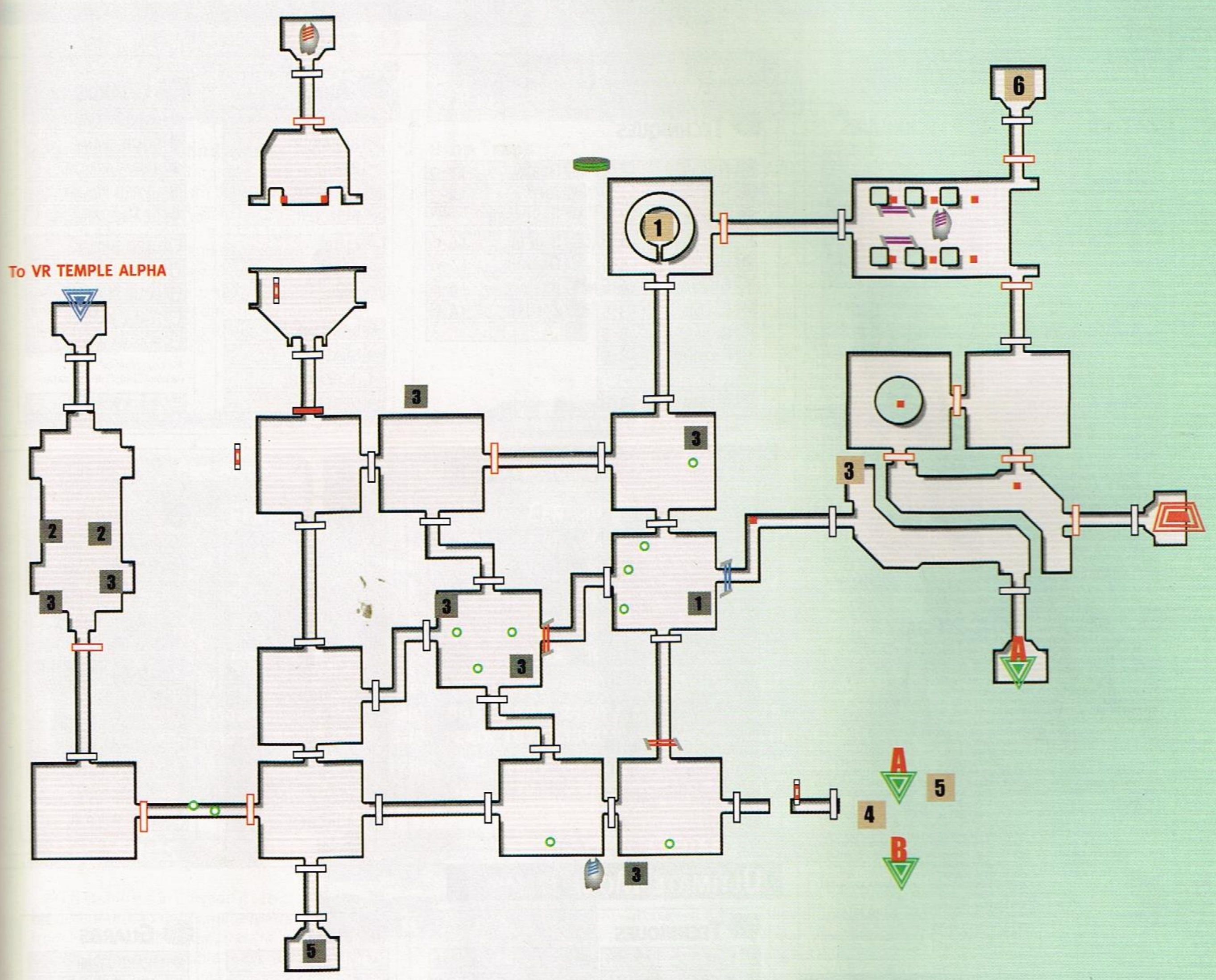
FORCES

At higher levels, Forces can eat the Barba Ray and spit it out in record time. That's because Razonde simply devastates this boss. It hits in seven different places, and can hit while the Barba Ray is alongside the raft. Unfortunately, low- to mid-level Forces aren't so hot. Outside of their healing contributions, they don't have much to offer except Zonde. In a large group, Shifta's nice too.

MAP DATA

VR Temple Beta is practically overflowing with treasure. Warp A leads to an especially lucrative area that contains a total of nine brown chests. The terminal to deactivate the blue laser barriers blocking your path is on a hidden walkway on the southern part of the map (directly in front of three gray chests).

Things can get pretty hairy in the room with the purple terminal, thanks to six fireball-spewing pillars and wave after wave of enemies (including a Dark Belra). Fortunately, there's a healing rig on a hidden walkway in the previous room.



EPISODE II

VR Spaceship Alpha AREA

ITEM DATA

NORMAL MODE ITEMS

TOOLS

- MONOMATE
- DIMATE
- TRIMATE
- MONOFLUID
- DIFLUID
- TRIFLUID
- ANTIDOTE
- ANTIPARALYSIS
- SOL ATOMIZER
- MOON ATOMIZER
- STAR ATOMIZER
- TELEPIPE
- TRAP VISION
- MONOGRINDER
- DIGRINDER
- TRIGRINDER
- MATERIAL (MISC.)
- SCAPE DOLL

TECHNIQUES

FOIE	L1-2
BARTA	L1-2
ZONDE	L1-2
GIFOIE	L1
GIBARTA	L1
GIZONDE	L1
RAFOIE	L1-3
RABARTA	L1-3
RAZONDE	L1-3
GRANTS	L1-2
MEGID	L1-2
RESTA	L1-2
ANTI	L1
REVERSER	
SHIFTA	L1
DEBAND	L1
JELLEN	L1
ZALURE	L1
RYUKER	

ARMS

- SABER
- SWORD
- DAGGER
- PARTISAN
- SLICER
- CANE
- ROD
- WAND
- HANDGUN
- RIFLE
- MECHGUN
- SHOT

GUARDS

- FRAME
- ARMOR
- PSY ARMOR
- GIGA FRAME
- SOUL FRAME
- BARRIER
- SHIELD
- CORE SHIELD
- GIGA SHIELD
- SOUL BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★☆☆☆☆☆☆☆☆

0
HP 177/177
TP 178/178
Lv 28
Luna

HARD MODE ITEMS

TECHNIQUES

FOIE	L7-9
BARTA	L7-9
ZONDE	L7-9
GIFOIE	L4-6
GIBARTA	L4-6
GIZONDE	L4-6
RAFOIE	L3-5
RABARTA	L3-5
RAZONDE	L3-5
GRANTS	L2-3
MEGID	L2-3
RESTA	L7-9
ANTI	L2-3
REVERSER	
SHIFTA	L4-6
DEBAND	L4-6
JELLEN	L4-6
ZALURE	L4-6
RYUKER	

ARMS

- PALLASCH
- BREAKER
- BLADE
- HALBERT
- SPINNER
- CLUB
- POLE
- STAFF
- RAILGUN
- BLASTER
- REPEATER
- SPREAD

GUARDS

- CROSS ARMOR
- SOLID FRAME
- BRAVE ARMOR
- HYPER FRAME
- GRAND ARMOR
- HARD SHIELD
- BRAVE BARRIER
- SOLID SHIELD
- FLAME BARRIER
- PLASMA BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★☆☆☆☆☆

VERY HARD MODE ITEMS

TECHNIQUES

FOIE	L8-13
BARTA	L8-13
ZONDE	L8-13
GIFOIE	L7-13
GIBARTA	L7-13
GIZONDE	L7-13
RAFOIE	L4-10
RABARTA	L4-10
RAZONDE	L4-10
GRANTS	L4-10
MEGID	L4-10
RESTA	L8-13
ANTI	L2-5
REVERSER	
SHIFTA	L7-13
DEBAND	L7-13
JELLEN	L7-13
ZALURE	L7-13
RYUKER	

ARMS

- GLADIUS
- CLAYMORE
- RIPPER
- BERDYS
- SAWCER
- CLUB
- PILLAR
- BATON
- RAYGUN
- LASER
- VULCAN
- LAUNCHER

GUARDS

- GRAND ARMOR
- SHOCK FRAME
- KING'S FRAME
- DRAGON FRAME
- ABSORB BARRIER
- PLASMA BARRIER
- FREEZE BARRIER
- PSYCHIC BARRIER
- GENERAL SHIELD
- PROTECT BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★★★☆☆☆

ULTIMATE MODE ITEMS

TECHNIQUES

FOIE	L15-24
BARTA	L15-24
ZONDE	L15-24
GIFOIE	L15-20
GIBARTA	L15-20
GIZONDE	L15-20
RAFOIE	L21-30
RABARTA	L15-17
RAZONDE	L15-17
GRANTS	L15-17
MEGID	L15-17
RESTA	L15-24
ANTI	L3-6
REVERSER	
SHIFTA	L15-20
DEBAND	L15-20
JELLEN	L15-20
ZALURE	L15-20
RYUKER	

ARMS

- GLADIUS
- CLAYMORE
- RIPPER
- BERDYS
- SAWCER
- CLUB
- PILLAR
- BATON
- RAYGUN
- LASER
- VULCAN
- LAUNCHER

GUARDS

- GRAND ARMOR
- SHOCK FRAME
- KING'S FRAME
- DRAGON FRAME
- ABSORB ARMOR
- PLASMA BARRIER
- FREEZE BARRIER
- PSYCHIC BARRIER
- GENERAL SHIELD
- PROTECT BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

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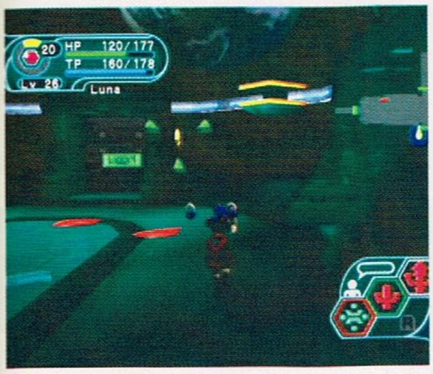
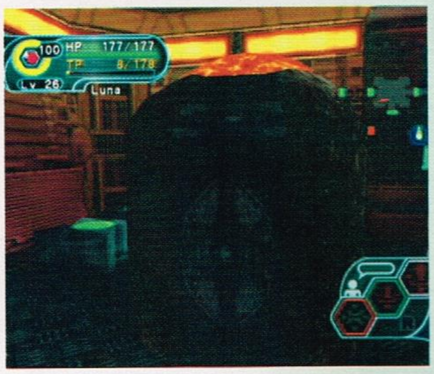
STRATEGY DATA



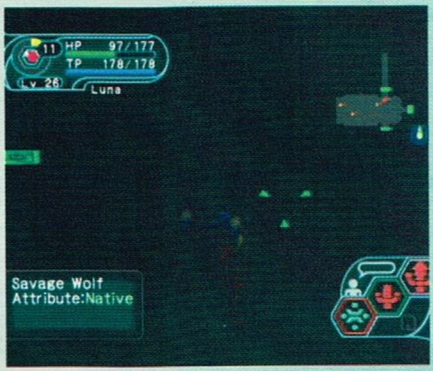
New Traps and Conditions

Weird yellow traps throughout VR Spaceship Alpha can inflict you with Slow Motion or Confusion. Both status ailments go away by themselves in a few seconds, but the traps are usually set on the battlefield, and they can get you killed in that time period. Slow Motioned characters run and attack at half speed, and Confused characters have no control of their directional movement (you don't attack friends though—only enemies do that).



Drop Traps

The Drop Trap is every bit as dangerous. It falls from the sky, so neither Android sight nor Trap Vision can detect them. When one hits you, a friend has to smash it within 2–3 seconds or you'll take damage. This means that in single-player mode, you'll always take damage unless you can avoid the traps. To do this, run in zig-zag patterns in large, empty rooms.



Dark Rooms

Certain rooms in VR Spaceship Alpha are pitch black. To turn the lights on, you'll need to find and activate a glowing switch, which is sometimes in the room next door. Runners should carefully watch their radar for nearby enemies, and other players should cover runners' back by intercepting the monsters themselves.

ENEMY DATA

Pan Arms

Resistances	
EFR	10
EIC	10
ETH	10
ELC	20
EDK	25
ESP	5

HP	Normal	Hard	V.Hard	Ultimate
Offline	570	1148	1548	2925
Online	670	1475	1922	3809

XP	Normal	Hard	V.Hard	Ultimate
Either	3	40	91	265

Hidoom

Resistances	
EFR	20
EIC	20
ETH	20
ELC	20
EDK	50
ESP	30

HP	Normal	Hard	V.Hard	Ultimate
Offline	380	895	1282	2450
Online	500	1240	1675	3350

XP	Normal	Hard	V.Hard	Ultimate
Either	7	47	99	285

Migium

Resistances	
EFR	75
EIC	45
ETH	75
ELC	45
EDK	0
ESP	5

HP	Normal	Hard	V.Hard	Ultimate
Offline	380	895	1282	2450
Online	500	1240	1675	3350

XP	Normal	Hard	V.Hard	Ultimate
Either	8	48	101	290

Garanz

Resistances	
EFR	90
EIC	20
ETH	90
ELC	50
EDK	38
ESP	42

HP	Normal	Hard	V.Hard	Ultimate
Offline	653	1258	1664	3133
Online	939	1846	2312	4635

XP	Normal	Hard	V.Hard	Ultimate
Either	19	66	123	345

PAN ARMS

HP 97/177
TP 178/178
Pan Arms
Attribute:A.Beast

The Pan Arms in Episode II are a bit different than their counterparts from Episode I. This time, they're actually more susceptible to physical attacks when they join as a single entity. Their attack options in this state are still limited to Fire and Ice beams fired from the green things on their chests. The beams are very easy to dodge, and present more of a threat to the other enemies than they do to you. Therefore, squeeze in as many attacks as possible before the Pan Arms split.

When they do split, you'll have two enemies to fight. Hidoom and Migium are far less vulnerable to physical attacks in Episode II, yet both are still quick and dangerous. Hidoom's sword inflicts heavy damage, while Migium's casts Jellen and Zalure on its victims. Unless your character is pretty burly, it's best to step outside the room and wait for the two to rejoin.

Apart or together, the Pan Arms have a lot of HP, resulting in a lengthy battle. Sadly, the amount of EXP you get is always dismal, so just skip the Pan Arms whenever you can.

GARANZ

25
HP 58/177
TP 160/178
Lv 26
Luna

The Garanz initially has only one attack—it fires a volley of heat-seeking missiles that follow you around the room. High-level Rangers equipped with a Rifle can deal with the Garanz from far away, because a Rifle's range is greater than that of the Garanz's missiles. All other characters should run circles around the Garanz to cause its own missiles to slam into it. This does more damage than most of your weapons or techniques, and it's a heck of a lot more fun. Be careful when you break off the Garanz's armor, however. When you do that, it starts to drop land mines in addition to firing heat-seeking missiles. Fortunately, it won't last long without its armor.

Barbarous Wolf

Resistances	
EFR	0
EIC	60
ETH	30
ELC	20
EDK	15
ESP	27

HP	Normal	Hard	V.Hard	Ultimate
Offline	254	728	1106	2135
Online	324	997	1420	2875

XP	Normal	Hard	V.Hard	Ultimate
Either	12	55	109	310

Savage Wolf

Resistances	
EFR	30
EIC	60
ETH	0
ELC	20
EDK	10
ESP	15

HP	Normal	Hard	V.Hard	Ultimate
Offline	165	609	981	1913
Online	235	874	1291	2635

XP	Normal	Hard	V.Hard	Ultimate
Either	10	52	105	300

Delsaber

Resistances	
EFR	50
EIC	0
ETH	90
ELC	50
EDK	35
ESP	15

HP	Normal	Hard	V.Hard	Ultimate
Offline	391	910	1297	2478
Online	480	1212	1646	2396

XP	Normal	Hard	V.Hard	Ultimate
Either	15	60	115	325

Gillchic

Resistances	
EFR	70
EIC	0
ETH	70
ELC	0
EDK	25
ESP	5

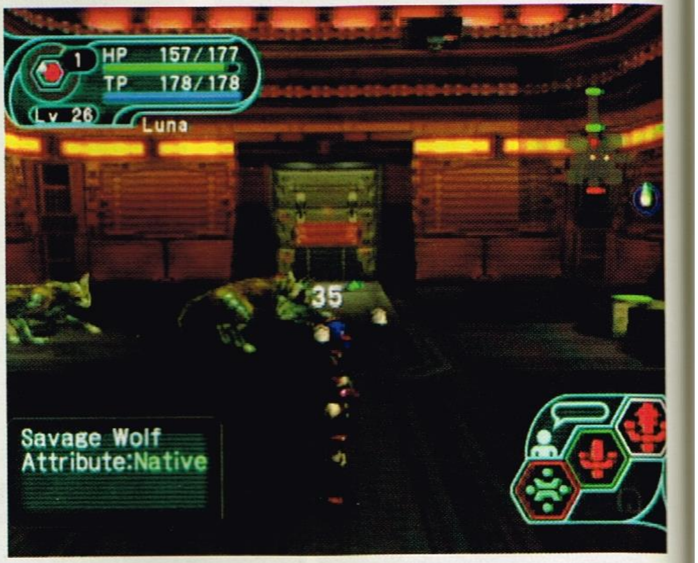
HP	Normal	Hard	V.Hard	Ultimate
Offline	108	534	9001	1770
Online	158	768	1179	2427

XP	Normal	Hard	V.Hard	Ultimate
Either	11	53	107	305

WOLVES

The wolves in Episode II are a bit stronger than their counterparts from Episode I. They still only attack when your back is turned, however, so if you keep them from circling behind you, you can kill them with ease. They're particularly easy for Forces, since you'll automatically turn to face them whenever you cast Zonde, the best spell against both types.

Barbarous Wolves are the leaders, so if you kill them first, all the Savage Wolves will howl and cast Zalure and Jellen on themselves, lowering both their attack and defense.

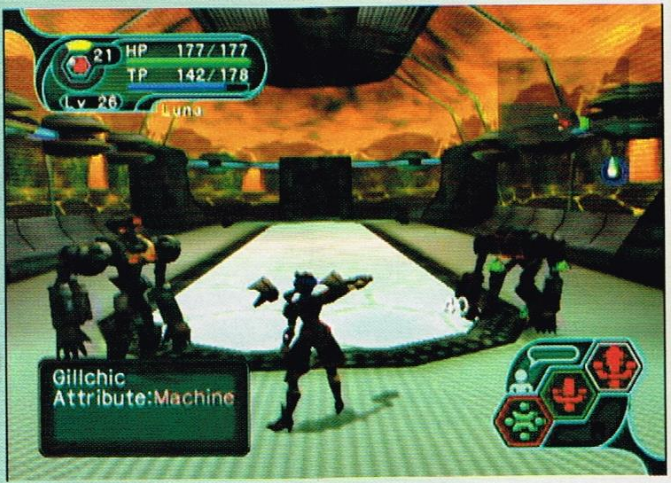


Savage Wolf
Attribute:Native

GILLCHICS

Ranged weapons are best versus Gillchics. They keep you out of range of your foes' Slow Motion-inflicting double punches, and they give you the opportunity to hit the fallen Gillchics while they're down. Any hit will knock a Gillchic to the floor, but if you continue with the three-hit combo, the next two hits will also do damage.

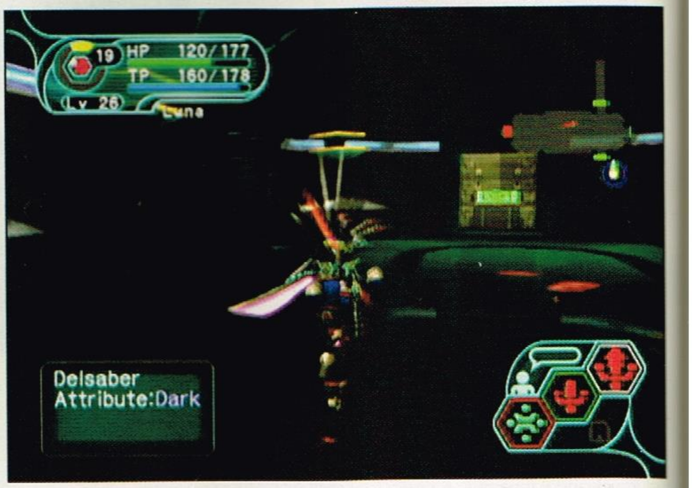
Guns also give you the opportunity to wipe out the whole pack from a distance, before they can lumber toward you or even register your existence. The only threat is that they sometimes fire back. If a Gillchic stops moving, it means it's preparing to fire; you'd better be ready to hit it first.



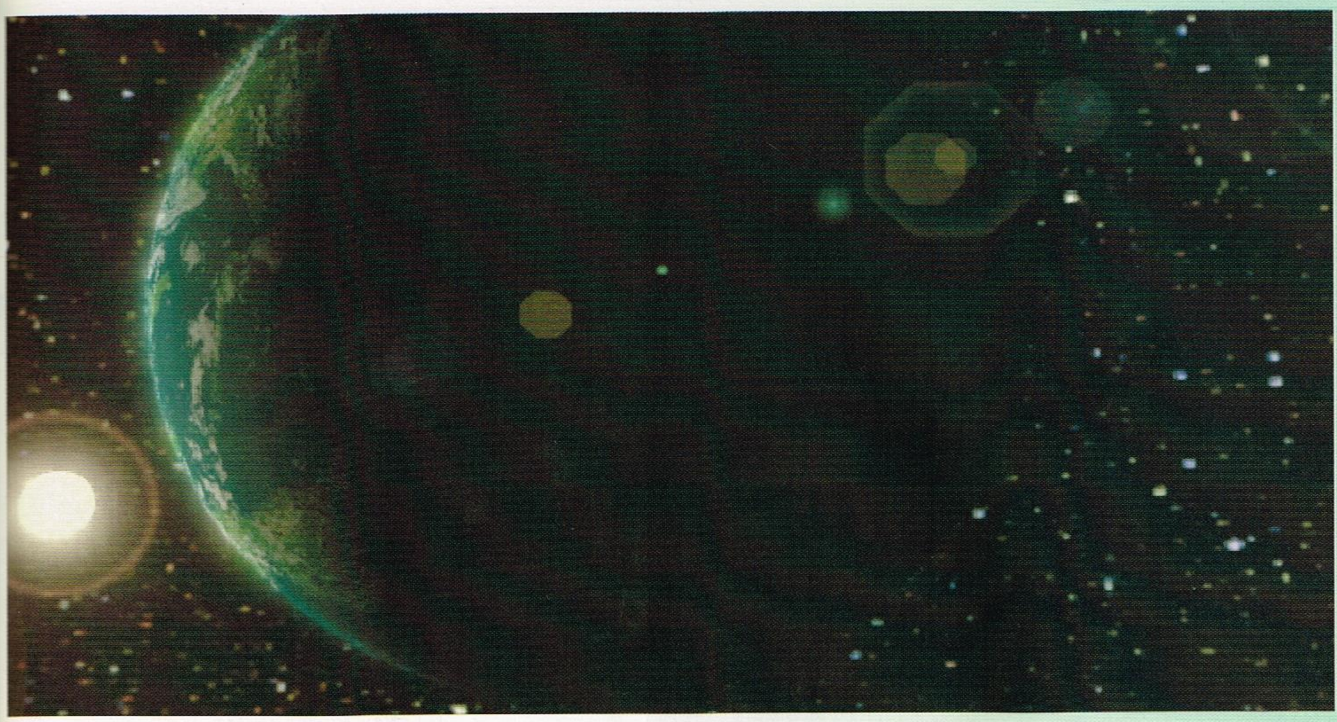
Gillchic
Attribute:Machine

DELSABERS

As the only enemies bright enough to use a shield (or rather, a mutated left arm), the Delsabers' evasion ability is extremely high. In a single-player game, you must attack until you get a shot through, or use long-range hit-and-away tactics. But don't get too far way from the Delsabers, or they'll leap and nail you with their sword. In multiplayer games, have one player hold their attention while the other players circle around and stab them in the back. Forces should use Ice spells to freeze 'em in place, or just hit them with Grants (if available) and run away.



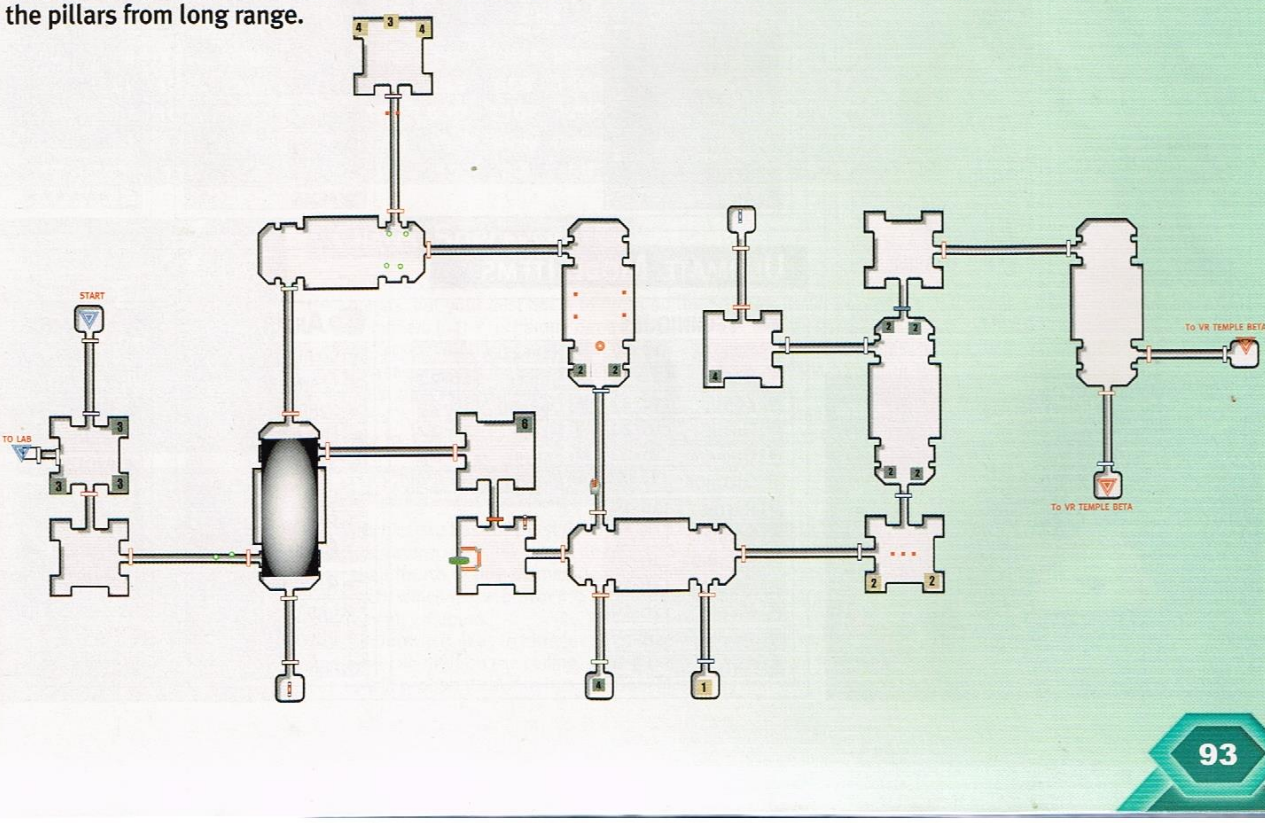
Delsaber
Attribute:Dark



MAP DATA

VR Spaceship Alpha has its share of goodies, but it's no walk in the park. As you enter the dark room marked on the map, turn right immediately and head for the switch. The second wave of enemies in that room includes a Delsaber, which you do not want to face with the lights out. From there, head north and take a short detour to the room that contains 11 brown chests. All that stands in your way of obtaining that bounty is a pair of fireball pillars and a press trap.

Far more dangerous is the nearby room marked with four pillars, two of which can freeze you. These ice pillars can be downright deadly for a low- to mid-level character, so proceed with caution. If there's a Ranger in your party, have him take out the pillars from long range.



EPISODE II

VR Spaceship Beta AREA

ITEM DATA

NORMAL MODE ITEMS

TOOLS

- MONOMATE
- DIMATE
- TRIMATE
- MONOFLUID
- DIFLUID
- TRIFLUID
- ANTIDOTE
- ANTIPARALYSIS
- SOL ATOMIZER
- MOON ATOMIZER
- STAR ATOMIZER
- TELEPIPE
- TRAP VISION
- MONOGRINDER
- DIGRINDER
- TRIGRINDER
- MATERIAL (MISC.)
- SCAPE DOLL

TECHNIQUES

FOIE	L2-2
BARTA	L2-2
ZONDE	L2-2
GIFOIE	L1
GIBARTA	L1
GIZONDE	L1
RAFOIE	L1-3
RABARTA	L1-3
RAZONDE	L1-3
GRANTS	L1-2
MEGID	L1-2
RESTA	L2
ANTI	L1
REVERSER	
SHIFTA	L1
DEBAND	L1
JELLEN	L1
ZALURE	L1
RYUKER	

ARMS

- BRAND
- SWORD
- DAGGER
- PARTISAN
- SLICER
- STICK
- ROD
- WAND
- AUTOGUN
- RIFLE
- MECHGUN
- SHOT

GUARDS

- FRAME
- ARMOR
- PSY ARMOR
- GIGA FRAME
- SOUL FRAME
- BARRIER
- SHIELD
- CORE SHIELD
- GIGA SHIELD
- SOUL BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★☆☆☆☆☆☆☆☆

100
HP 132/177
TP 65/178
Lv 26
Luna

HARD MODE ITEMS

TECHNIQUES

FOIE	L7-9
BARTA	L7-9
ZONDE	L7-9
GIFOIE	L4-6
GIBARTA	L4-6
GIZONDE	L4-6
RAFOIE	L4-5
RABARTA	L4-5
RAZONDE	L4-5
GRANTS	L3-4
MEGID	L2-3
RESTA	L7-9
ANTI	L2-3
REVERSER	
SHIFTA	L4-6
DEBAND	L4-6
JELLEN	L4-6
ZALURE	L4-6
RYUKER	

ARMS

- PALLASCH
- BREAKER
- BLADE
- GLAIVE
- CUTTER
- CLUB
- PILLAR
- BATON
- RAILGUN
- BLASTER
- REPEATER
- CANNON

GUARDS

- SOLID FRAME
- BRAVE ARMOR
- HYPER FRAME
- GRAND ARMOR
- SHOCK FRAME
- BRAVE BARRIER
- SOLID SHIELD
- FLAME BARRIER
- PLASMA BARRIER
- FREEZE BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★☆☆☆☆☆☆

VERY HARD MODE ITEMS

TECHNIQUES

FOIE	L9-13
BARTA	L9-13
ZONDE	L9-13
GIFOIE	L8-13
GIBARTA	L8-13
GIZONDE	L8-13
RAFOIE	L5-10
RABARTA	L5-10
RAZONDE	L5-10
GRANTS	L4-10
MEGID	L4-10
RESTA	L9-13
ANTI	L2-5
REVERSER	
SHIFTA	L8-13
DEBAND	L8-13
JELLEN	L8-13
ZALURE	L8-13
RYUKER	

ARMS

- GLADIUS
- CLAYMORE
- RIPPER
- BERDYS
- SAWCER
- CLUB
- PILLAR
- BATON
- RAYGUN
- LASER
- VULCAN
- ARMS

GUARDS

- SHOCK FRAME
- KING'S FRAME
- DRAGON FRAME
- ABSORB ARMOR
- PROTECT FRAME
- FREEZE BARRIER
- PSYCHIC BARRIER
- GENERAL SHIELD
- PROTECT BARRIER
- GLORIOUS SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★★☆☆☆☆

ULTIMATE MODE ITEMS

TECHNIQUES

FOIE	L16-27
BARTA	L21-30
ZONDE	L16-27
GIFOIE	L16-22
GIBARTA	L16-22
GIZONDE	L16-22
RAFOIE	L16-19
RABARTA	L16-19
RAZONDE	L16-19
GRANTS	L16-19
MEGID	L16-19
RESTA	L16-27
ANTI	L3-6
REVERSER	
SHIFTA	L16-22
DEBAND	L16-22
JELLEN	L16-22
ZALURE	L16-22
RYUKER	

ARMS

- GLADIUS
- CLAYMORE
- RIPPER
- BERDYS
- SAWCER
- CLUB
- PILLAR
- BATON
- RAYGUN
- LASER
- VULCAN
- ARMS

GUARDS

- SHOCK FRAME
- KING'S FRAME
- DRAGON FRAME
- ABSORB ARMOR
- PROTECT FRAME
- FREEZE BARRIER
- PSYCHIC BARRIER
- GENERAL SHIELD
- PROTECT BARRIER
- GLORIOUS SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

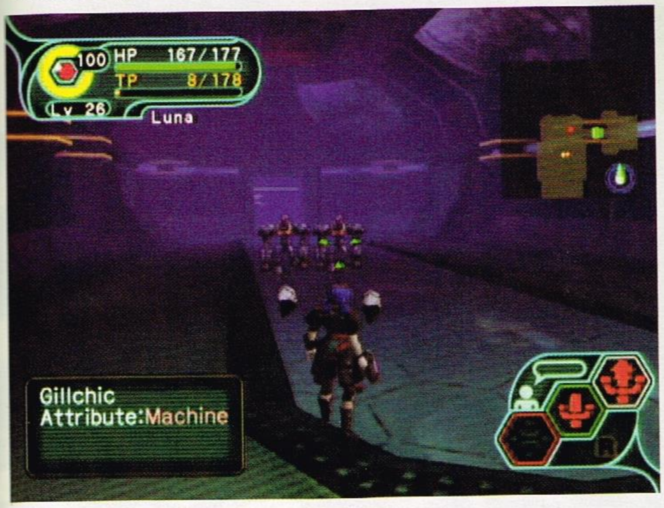
★★★★★★★☆☆☆

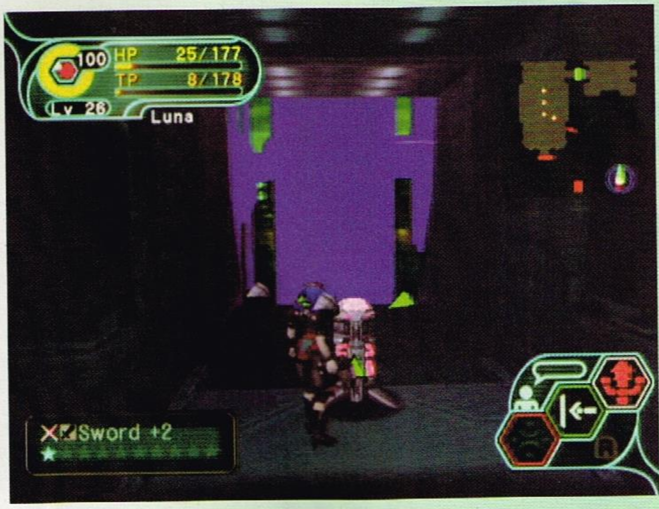
STRATEGY DATA

Poison Rooms

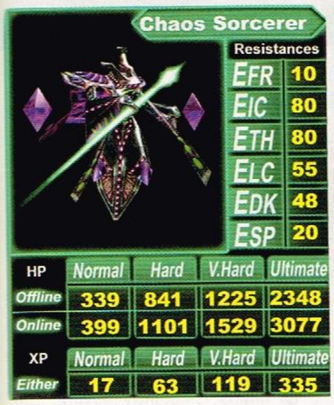
The purple rooms on the following maps denote poison areas. Waves of toxic gas wash over you in these rooms, restricting your vision and sapping your HP. Just as in dark rooms, you must fight your way to a switch and hit it to return the room to normal.

The enemies in these rooms tend to be tough, and the switches are rarely close to the entrances. Don't risk too much to get to them, because the poison isn't that dangerous.





ENEMY DATA

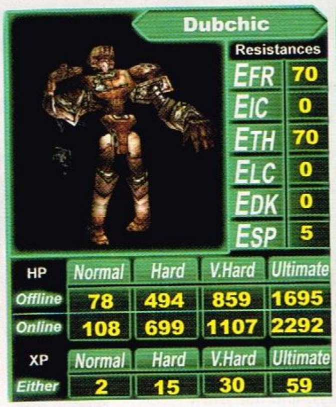


Chaos Sorcerer

Resistances	
EFR	10
EIC	80
ETH	80
ELC	55
EDK	48
ESP	20

HP	Normal	Hard	V.Hard	Ultimate
Offline	339	841	1225	2348
Online	399	1101	1529	3077

XP	Normal	Hard	V.Hard	Ultimate
Either	17	63	119	335

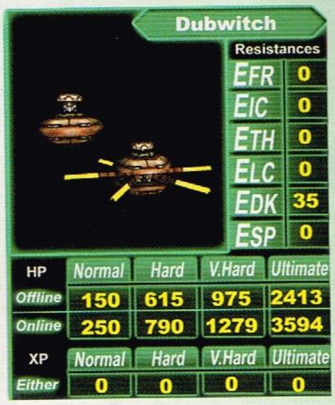


Dubchic

Resistances	
EFR	70
EIC	0
ETH	70
ELC	0
EDK	0
ESP	5

HP	Normal	Hard	V.Hard	Ultimate
Offline	78	494	859	1695
Online	108	699	1107	2292

XP	Normal	Hard	V.Hard	Ultimate
Either	2	15	30	59



Dubwitch

Resistances	
EFR	0
EIC	0
ETH	0
ELC	0
EDK	35
ESP	0

HP	Normal	Hard	V.Hard	Ultimate
Offline	150	615	975	2413
Online	250	790	1279	3594

XP	Normal	Hard	V.Hard	Ultimate
Either	0	0	0	0

Luna
Chaos Sorcerer
Attribute:Dark

CHAOS SORCERER

The Chaos Sorcerer is three enemies in one: The Sorcerer itself, and its crystals, Bee L and Bee R. You can destroy the crystals, but your best bet is to focus on the Sorcerer itself. Swords and Partisans are fun because they can hit all three enemies. In the technique department, Fire spells work best.

One crystal will rise when the Chaos Sorcerer prepares to cast a spell. If the Bee glows red, it will cast Zonde (which you cannot dodge). If it glows white, it will cast Barta (which you can run away from). After using a technique or taking a few hits, the Chaos Sorcerer will teleport away. Watch the map in the corner of the screen, and if there are no Delsabers in the room, attack as soon as the Sorcerer reappears. Delsabers are slightly more dangerous in Episode II, but once they're taken care of, defeating any Chaos Sorcerers in the room should become your top priority.

DUBCHICS

Dubchics are basically just Gillchics with a stronger will to live. Smash them to pieces and they just reform, possibly minus an arm or two. If you stick with it, they'll actually die for good after their fourth or fifth dismemberment. But the better strategy is to simply destroy the Dubwitch, which is the brown orb with the yellow spikes that controls the Dubchics. Take it out, and they all go boom.

The Dubwitch likes to hide in the ceiling, which takes it out of reach of everything but guns (yes, you can hit it on the ceiling, even though you won't see the targeting cursor). Hunters and Forces will probably have to lure the Dubchics away and wait for their opportunity.

BOSS DATA

The Gol Dragon is quite a bit more difficult than the garden-variety Dragon Boss from Episode I. For starters, the Gol Dragon's breath isn't limited to Fire—it can also breathe Lightning and Ice. Because the breath is swept back and forth in a 120-degree arc, the Ice variety is especially dangerous. It can freeze your character in place, and then strike repeatedly to inflict massive damage. Stay outside the breath's range, and start running around the Dragon's side. When it's finished exhaling an element, it'll teleport closer to you and leap into the air. Run away a little bit (and either farther to the side or behind the Dragon), or a shockwave will hit you when it drops back down. When the shockwave subsides, move in and attack. The Dragon's head and feet are most vulnerable, but since the head is almost constantly moving, the feet make a better target. After spewing another round of elemental breath, the Dragon will fly to the center of the room and start to spin as it rains elemental attacks (either Fire, Ice, Lightning or a Fire/Ice combo). Keep moving, and try to run behind the Dragon so that you're in position to attack again when it lands.

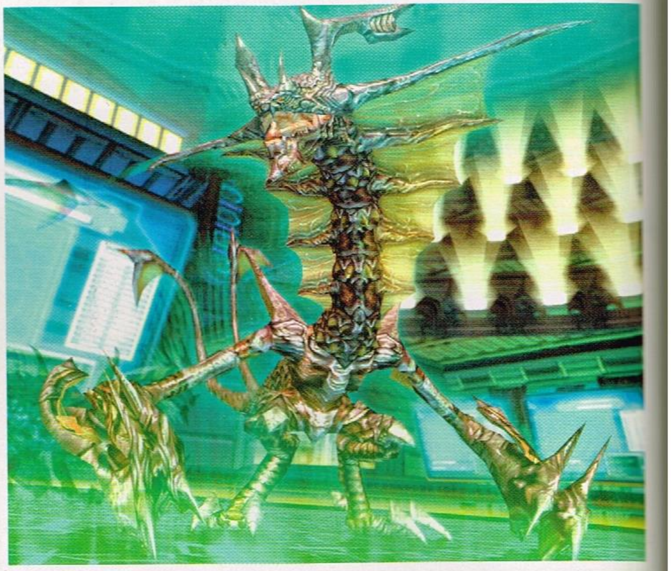
When it's about halfway dead, the Gol Dragon will burrow into the ground and re-emerge with a doppelganger. Both Dragons use the attacks described above, though this time not in a discernable pattern. Focus your offense on one of them, but keep an eye on the other one at all times; getting hit in the back with Ice breath can finish you off in a hurry. After sustaining hundreds of points of damage, your first target disappears. Vanquish the remaining Dragon to end the battle.

Gol Dragon

Resistances	
EFR	70
EIC	25
ETH	70
ELC	60
EDK	100
ESP	100

HP	Normal	Hard	V.Hard	Ultimate
Offline	4800	5900	8900	9900
Online	7500	11500	17500	24500

XP	Normal	Hard	V.Hard	Ultimate
Either	880	2700	8100	15900



HUNTERS

A Hunter equipped with a Sword or a Partisan can hit both of the Dragon's feet with each swing if the Hunter gets close enough. Beware of those feet when they start moving, however. If they come in contact with you, they'll inflict damage and possibly knock you down. Also, start running as soon as the Dragon leaps into the air. Because Hunters have to move closer to attack, they have a little farther to run to avoid the shockwave when the Dragon lands.

HP 176/258
TP 0/0
Lv 32
Sega16
Gol Dragon
Attribute:Native
43
41

RANGERS

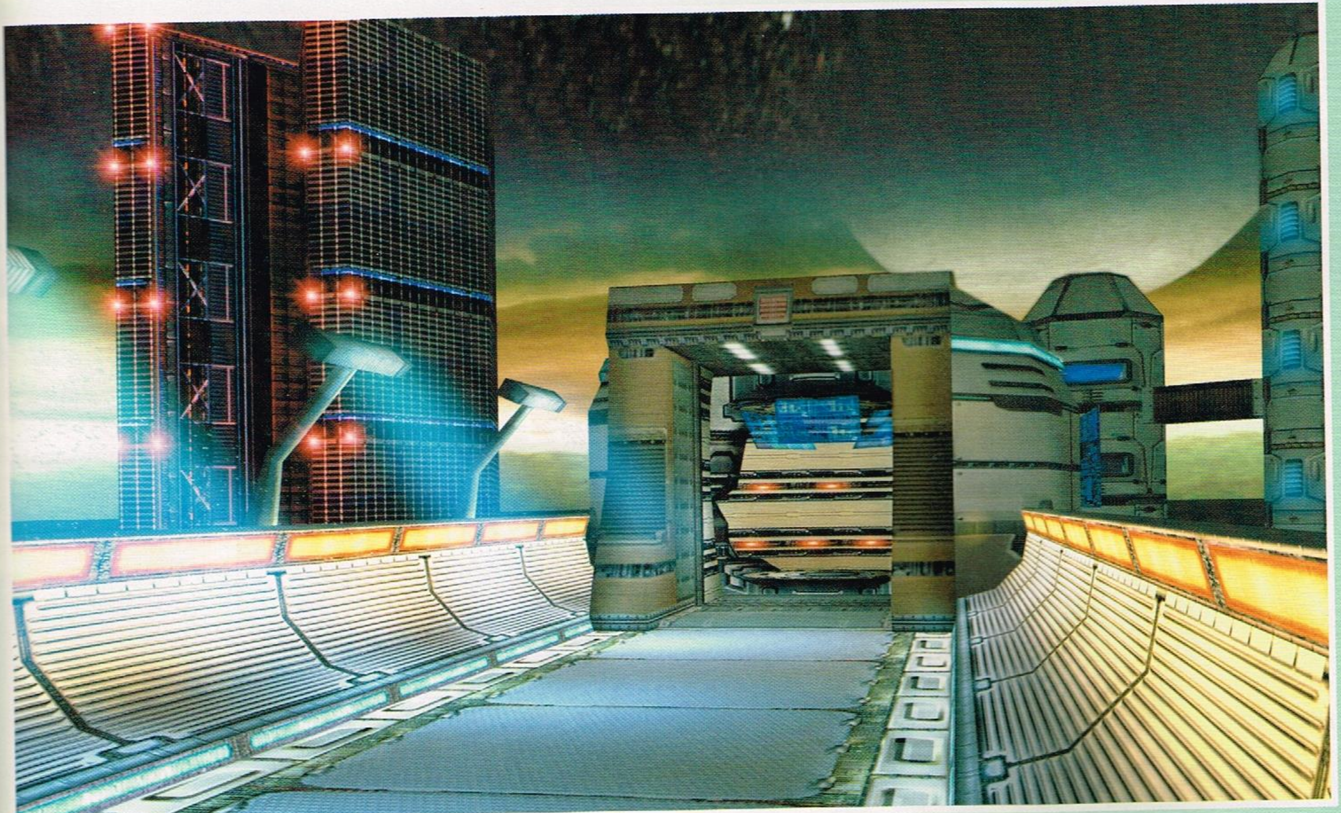
Rangers can't do as much damage as Hunters, but at least they don't have to worry about being trampled as they get their shots in. Aim for the feet (get behind the Dragon so its wings don't get in the way), and use Draw weapons if you got 'em. Rifles can nail the Dragon in the air, but not with much consistency, so just use whichever gun does the most damage.

HP 151/177
TP 11/178
Lv 26
Luna
Gol Dragon
Attribute:Native
34

FORCES

The Gol Dragon's glaring weakness is Ice. Barta's pretty weak, but Gibarta is amazing, doing heavy damage to any of its body parts. Try to aim for its body or feet, though, since its head and wings are almost constantly moving. You can also pester the Gol Dragon in the air with Zonde techniques, and as always, Forces should help out the party with Resta, Shifta, and Deband.

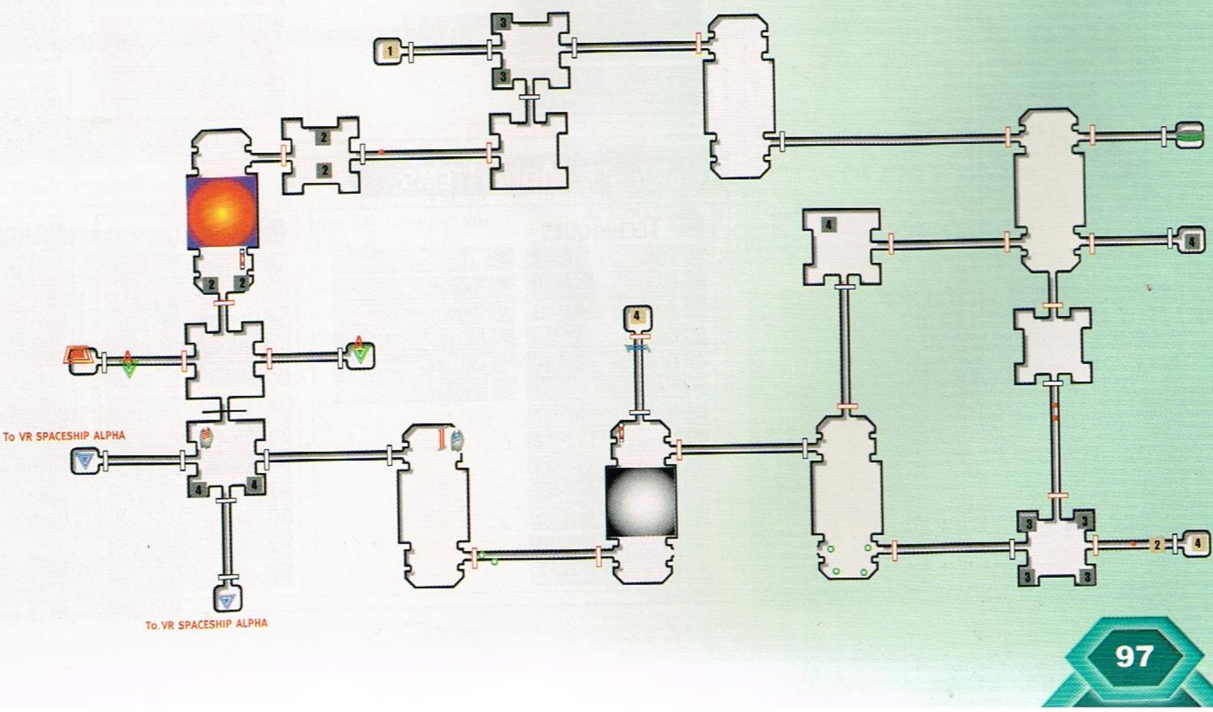
HP 117/174
TP 196/325
Lv 31
Gol Dragon
Attribute:Native



MAP DATA

This map is pretty straightforward (you're basically traveling in a circle), and the few detours are short, relatively safe, and—for the most part—worthwhile. The challenge comes from the sheer multitude of enemies on the main path. Almost every room—including the dark and poisoned ones—contains two or more waves of opposition.

You'll also run into a lot of traps here. The trickiest are a pair of Drop Traps in front of the gray chests in the north central room. To avoid the traps and reach the treasure, hug the north and south walls respectively.



EPISODE II

Jungle North

AREA

ITEM DATA

NORMAL MODE ITEMS

TOOLS

- MONOMATE
- DIMATE
- TRIMATE
- MONOFLUID
- DIFLUID
- TRIFLUID
- ANTIDOTE
- ANTIPARALYSIS
- SOL ATOMIZER
- MOON ATOMIZER
- STAR ATOMIZER
- TELEPIPE
- TRAP VISION
- MONOGRINDER
- DIGRINDER
- TRIGRINDER
- MATERIAL (MISC.)
- SCAPE DOLL

TECHNIQUES

FOIE	L2-3
BARTA	L2-3
ZONDE	L2-3
GIFOIE	L1-2
GIBARTA	L1-2
GIZONDE	L1-2
RAFOIE	L1-3
RABARTA	L1-3
RAZONDE	L1-3
GRANTS	L1-2
MEGID	L1-2
RESTA	L2-3
ANTI	L1
REVERSER	
SHIFTA	L1-2
DEBAND	L1-2
JELLEN	L1-2
ZALURE	L1-2
RYUKER	

ARMS

- BRAND
- SWORD
- DAGGER
- PARTISAN
- SLICER
- STICK
- ROD
- WAND
- AUTOGUN
- RIFLE
- MECHGUN
- SHOT

GUARDS

- ARMOR
- PSY ARMOR
- GIGA FRAME
- SOUL FRAME
- CROSS ARMOR
- SHIELD
- CORE SHIELD
- GIGA SHIELD
- SOUL BARRIER
- HARD SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:
★★☆☆☆☆☆☆☆☆

HP 236/258
TP 0/0
Lv 32
Sega18

HARD MODE ITEMS

TECHNIQUES

FOIE	L8-10
BARTA	L8-10
ZONDE	L8-10
GIFOIE	L5-7
GIBARTA	L5-7
GIZONDE	L5-7
RAFOIE	L4-6
RABARTA	L4-6
RAZONDE	L4-6
GRANTS	L3-4
MEGID	L3-4
RESTA	L8-10
ANTI	L2-3
REVERSER	
SHIFTA	L5-7
DEBAND	L5-7
JELLEN	L5-7
ZALURE	L5-7
RYUKER	

ARMS

- GLADIUS
- CLAYMORE
- EDGE
- GLAIVE
- CUTTER
- CLUB
- PILLAR
- BATON
- RAYGUN
- BEAM
- GATLING
- CANNON

GUARDS

- BRAVE ARMOR
- HYPER FRAME
- GRAND ARMOR
- SHOCK FRAME
- KING'S FRAME
- SOLID SHIELD
- FLAME BARRIER
- PLASMA BARRIER
- FREEZE BARRIER
- PSYCHIC BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:
★★★★☆☆☆☆☆☆

VERY HARD MODE ITEMS

TECHNIQUES

FOIE	L9-14
BARTA	L9-14
ZONDE	L9-14
GIFOIE	L8-13
GIBARTA	L8-13
GIZONDE	L8-13
RAFOIE	L5-10
RABARTA	L5-10
RAZONDE	L5-10
GRANTS	L4-10
MEGID	L4-10
RESTA	L9-14
ANTI	L2-5
REVERSER	
SHIFTA	L8-13
DEBAND	L8-13
JELLEN	L8-13
ZALURE	L8-13
RYUKER	

ARMS

- GLADIUS
- CALIBUR
- RIPPER
- GUNGNIR
- DISKA
- CLUB
- PILLAR
- BATON
- RAYGUN
- LASER
- M&A60 VISE
- ARMS

GUARDS

- KING'S FRAME
- DRAGON FRAME
- ABSORB ARMOR
- PROTECT FRAME
- GENERAL ARMOR
- PSYCHIC BARRIER
- GENERAL SHIELD
- PROTECT BARRIER
- GLORIOUS SHIELD
- IMPERIAL BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:
★★★★★★☆☆☆☆

ULTIMATE MODE ITEMS

TECHNIQUES

FOIE	L17-29
BARTA	L17-29
ZONDE	L17-29
GIFOIE	L17-24
GIBARTA	L21-30
GIZONDE	L17-24
RAFOIE	L17-22
RABARTA	L17-22
RAZONDE	L17-22
GRANTS	L17-22
MEGID	L17-22
RESTA	L17-30
ANTI	L4-7
REVERSER	
SHIFTA	L17-24
DEBAND	L17-24
JELLEN	L17-24
ZALURE	L17-24
RYUKER	

ARMS

- GLADIUS
- CLAYMORE
- RIPPER
- GUNGNIR
- DISKA
- CLUB
- PILLAR
- BATON
- RAYGUN
- LASER
- M&A60 VISE
- ARMS

GUARDS

- KING'S FRAME
- DRAGON FRAME
- ABSORB ARMOR
- PROTECT FRAME
- GENERAL ARMOR
- PSYCHIC BARRIER
- GENERAL SHIELD
- PROTECT BARRIER
- GLORIOUS SHIELD
- IMPERIAL BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:
★★★★★★★★☆☆

STRATEGY DATA

GAL DA VAL ISLAND

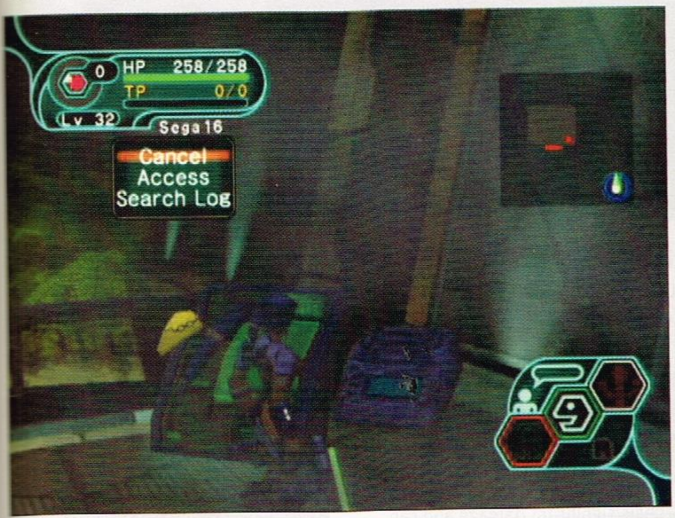
After you defeat the Gol Dragon, speak with the Lab Chief, her assistant, and Elly to learn about your next mission and gain access to the other transporter. That transporter leads to the Central Control Area of the research facility on Gal Da Val Island. To open the facility's main gate, you must disarm the security locks in each of the surrounding areas (Jungle Area, Mountain Area, and Seaside Area). You can tackle them in any order via the transporter outside the gate, but we'll cover them alphabetically.

HP 258/258
TP 0/0
Lv 32
Sega16

HP 241/258
TP 0/0
Lv 32
Sega16

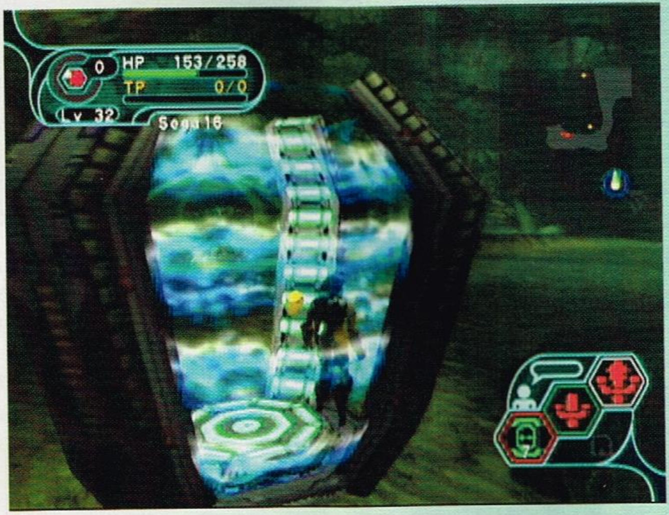
COMPUTER TERMINAL

The computer terminals scattered about the island have two functions. "Access" informs you whether or not the security lock in that particular area has been disarmed yet (just in case you forgot). "Search Log" is a little more interesting. It downloads either a piece of analysis detailing some aspect of the island's enemies, or a message log from the man you're looking for—Heathcliff Flowen. You can then access this data via any of the island's communication terminals. Reading Deputy Commander Flowen's message logs isn't required, but it does flesh out the game's storyline



FLOOR TRAPS

Floor Traps are usually concealed with photon camouflage, so neither Android sight nor Trap Vision can detect them. When you trigger one, a friend has to smash it within a few seconds or you'll take damage and possibly be shorted out. There's no way to break free of these traps in single-player mode, so stick close to the walls whenever possible to avoid them.

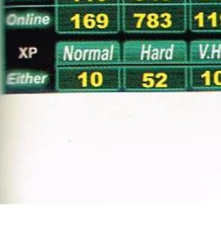


ENEMY DATA

GEE

Gees are to bees as Mothmants are to moths. Sure, the latter can be annoying, but the former are actually capable of hurting you. Gees zip around at incredible speeds, and fire their stingers at you from above. They often blend into the background and can be difficult to keep track of, so keep an eye on your radar to pinpoint their position. Exterminating Gees should primarily be the responsibility of the Rangers and Forces in the party, since Hunters can only hit them when they fly down to attack up close.

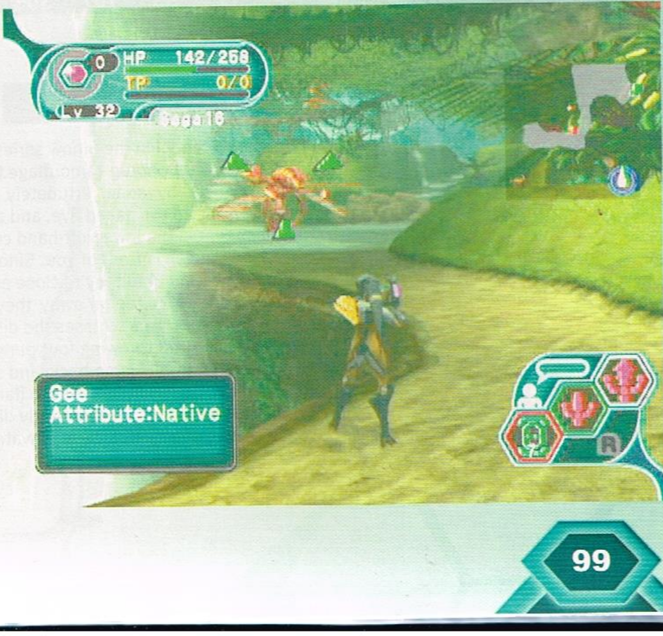
Gee



Resistances	
EFR	55
EIC	0
ETH	80
ELC	0
EDK	20
ESP	5

HP	Normal	Hard	V.Hard	Ultimate
Offline	119	548	917	1798
Online	169	783	1195	2456

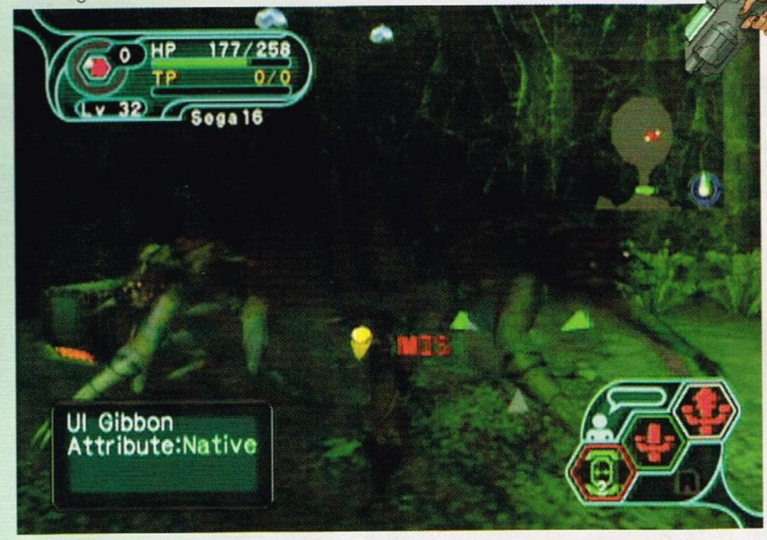
XP	Normal	Hard	V.Hard	Ultimate
Either	10	52	105	300



GIBBONS

Gibbons typically travel in packs, and although they're not the most aggressive enemies on Ragol, they can be a real pain in the butt (especially Zol Gibbons). Their evasion is high, and they jump around a lot, making it difficult for Hunters to hit them with much consistency. Rangers and Forces, with their long-range attacks, should have more success.

The Gibbons occasionally swipe at you with their claws, but their primary means of offense is an elemental strike. Ul Gibbons cough up fireballs, and Zol Gibbons have an Ice attack that can freeze your character. Zol Gibbons, therefore, should always be your first targets.



Zol Gibbon

Resistances	
EFR	25
EIC	75
ETH	0
ELC	20
EDK	15
ESP	30

HP	Normal	Hard	V.Hard	Ultimate
Offline	400	922	1310	2500
Online	530	1281	1719	3431
XP	**Normal**	**Hard**	**V.Hard**	**Ultimate**
Either	15	60	115	325

Ul Gibbon

Resistances	
EFR	75
EIC	25
ETH	0
ELC	20
EDK	10
ESP	5

HP	Normal	Hard	V.Hard	Ultimate
Offline	225	689	1065	2063
Online	275	930	1349	2743
XP	**Normal**	**Hard**	**V.Hard**	**Ultimate**
Either	12	55	109	310

MERILLIAS AND MERILTAS

Merillias and Meriltas start out rooted in the ground, where they can't be targeted by weapons or techniques. As you approach, however, they'll pull themselves out and shuffle toward you. Merillias are among the least-threatening enemies in the game: they're slow, their attacks have an extremely limited range, and they run away after you hit them a couple of times. Meriltas, on the other hand, are a little faster (though still no speed demons), they don't run away, and they counter your attacks by releasing a blue toxin. This toxin deals significant damage and can Poison Humans and Newmans. Fortunately, it doesn't have much of a radius, so once you incite the Meriltas out of the ground, try to take them out from long range.

HP 200/258
TP 0/0
Lv 32
Sega16
Meriltas
Attribute:A.Beast

Meriltas

Resistances	
EFR	75
EIC	0
ETH	75
ELC	20
EDK	30
ESP	21

HP	Normal	Hard	V.Hard	Ultimate
Offline	341	844	1227	2353
Online	391	1090	1517	3056
XP	**Normal**	**Hard**	**V.Hard**	**Ultimate**
Either	13	56	111	315

Merillia

Resistances	
EFR	0
EIC	45
ETH	30
ELC	30
EDK	15
ESP	5

HP	Normal	Hard	V.Hard	Ultimate
Offline	170	616	988	1925
Online	190	812	1226	2513
XP	**Normal**	**Hard**	**V.Hard**	**Ultimate**
Either	11	53	107	305

SINOW BERILLS

The latest model in the Sinow series of robots, Berills are equipped with photon camouflage that enables them to go undetected by radar. Fortunately, they aren't completely invisible to the naked eye, and an enemy data box will appear in the lower left-hand corner of your screen when one is in front of you. Sinow Berills usually lumber toward you until they're close enough to punch, but if you attack from too far away, they may retaliate with a leaping slash that crosses the distance between you in no time. After throwing four punches (which are easy to dodge), Berills jump back, and sometimes teleport and/or surround themselves in flame—be on your toes. Their camouflage is temporarily disabled when you score a couple of hits, but it's reactivated the next time the Berill teleports.

HP 212/258
TP 0/0
Lv 32
Sega16
Sinow Berill
Attribute:Machine

Sinow Berill

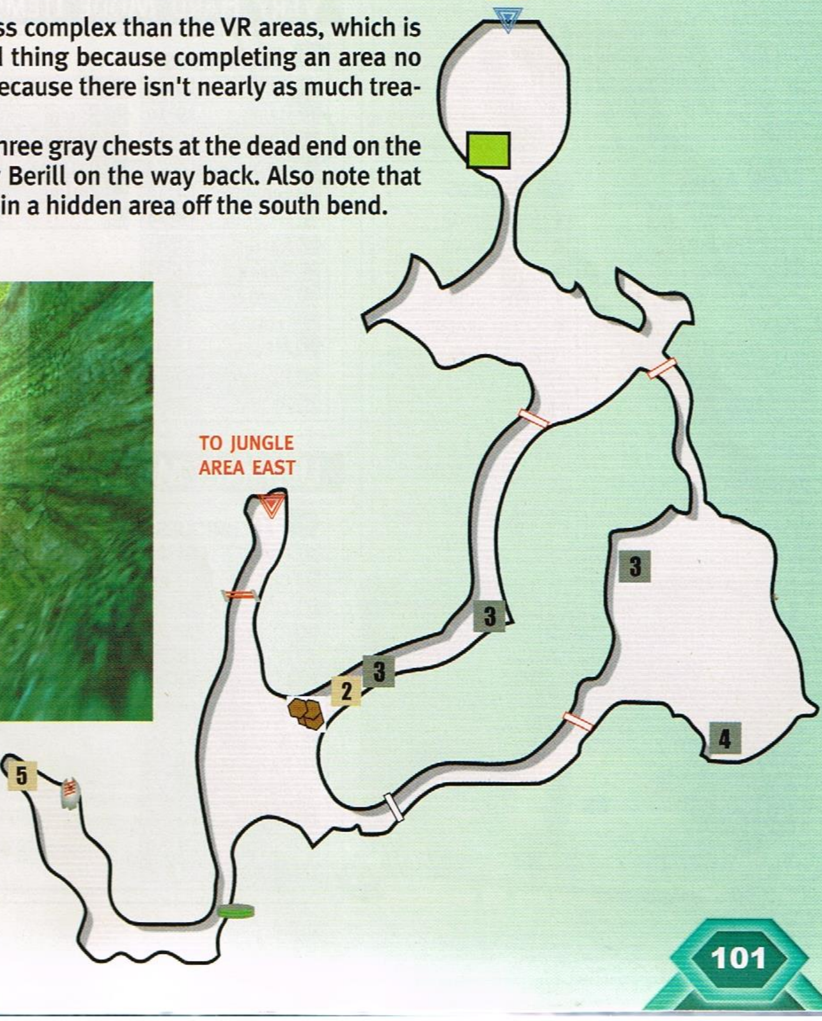
Resistances	
EFR	60
EIC	30
ETH	60
ELC	0
EDK	28
ESP	17

HP	Normal	Hard	V.Hard	Ultimate
Offline	354	861	1246	2385
Online	424	1135	1565	3145
XP	**Normal**	**Hard**	**V.Hard**	**Ultimate**
Either	19	66	123	345

MAP DATA

The Jungle's maps are much smaller and less complex than the VR areas, which is both a good thing and a bad thing. It's a good thing because completing an area no longer feels like a marathon. It's a bad thing because there isn't nearly as much treasure to find.

If you decide to go after the two brown and three gray chests at the dead end on the center path, be prepared to encounter a Sinow Berill on the way back. Also note that there's a healing rig on this map, tucked away in a hidden area off the south bend.



EPISODE II

Jungle East

AREA

ITEM DATA

NORMAL MODE ITEMS

TOOLS

- Monomate
- Dimate
- Trimate
- Monofluid
- Difluid
- Trifluid
- Antidote
- Antiparalysis
- Sol Atomizer
- Moon Atomizer
- Star Atomizer
- Telepipe
- Trap Vision
- Monogrinder
- Digrinder
- Trigrinder
- Material (misc.)
- Scape Doll

TECHNIQUES

Foie	L2-4
Barta	L2-4
Zonde	L2-4
Gifoie	L-2
Gibarta	L-2
Gizonde	L-2
Rafoie	L-1
Rabarta	L-1
Razonde	L-1
Grants	L1-2
Megid	L1-2
Resta	L2-4
Anti	L1-2
Reverser	
Shifta	L2
Deband	L2
Jellen	L2
Zalure	L2
Ryuker	

ARMS

- BRAND
- SWORD
- KNIFE
- PARTISAN
- SLICER
- STICK
- ROD
- WAND
- AUTOGUN
- RIFLE
- MECHGUN
- SHOT

GUARDS

- PSY ARMOR
- GIGA FRAME
- SOUL FRAME
- CROSS ARMOR
- SOLID FRAME
- CORE SHIELD
- GIGA SHIELD
- SOUL BARRIER
- HARD SHIELD
- BRAVE BARRIER

Average level of Armor "Units" in this area:

★★★☆☆☆☆☆☆☆

0
HP 240/258
TP 0/0
Lv 32
Sega16

HARD MODE ITEMS

TECHNIQUES

Foie	L8-10
Barta	L8-10
Zonde	L8-10
Gifoie	L5-7
Gibarta	L5-7
Gizonde	L5-7
Rafoie	L5-6
Rabarta	L5-6
Razonde	L5-6
Grants	L4-5
Megid	L3-4
Resta	L8-10
Anti	L2-4
Reverser	
Shifta	L5-7
Deband	L5-7
Jellen	L5-7
Zalure	L5-7
Ryuker	

ARMS

- GLADIUS
- CLAYMORE
- EDGE
- GLAIVE
- CUTTER
- CLUB
- PILLAR
- BATON
- RAYGUN
- BEAM
- GATLING
- CANNON

GUARDS

- HYPER FRAME
- GRAND ARMOR
- SHOCK FRAME
- KING'S FRAME
- DRAGON FRAME
- FLAME BARRIER
- PLASMA BARRIER
- FREEZE BARRIER
- PSYCHIC BARRIER
- GENERAL SHIELD

Average level of Armor "Units" in this area:

★★★★★☆☆☆☆☆

VERY HARD MODE ITEMS

TECHNIQUES

Foie	L9-14
Barta	L9-14
Zonde	L9-14
Gifoie	L8-14
Gibarta	L8-14
Gizonde	L8-14
Rafoie	L5-11
Rabarta	L5-11
Razonde	L5-11
Grants	L5-11
Megid	L5-11
Resta	L9-14
Anti	L3-6
Reverser	
Shifta	L8-14
Deband	L8-14
Jellen	L8-14
Zalure	L8-14
Ryuker	

ARMS

- DB'S SABER
- CALIBUR
- BLADE DANCE
- GUNGNIR
- DISKA
- CLUB OF LACONIUM
- STRIKER
- SCEPTER
- VARISTA
- LASER
- M&A60 VISE
- ARMS

GUARDS

- DRAGON FRAME
- ABSORB ARMOR
- PROTECT FRAME
- GENERAL ARMOR
- PERFECT FRAME
- GENERAL SHIELD
- PROTECT BARRIER
- GLORIOUS SHIELD
- IMPERIAL BARRIER
- GUARDIAN SHIELD

Average level of Armor "Units" in this area:

★★★★★★★☆☆☆

ULTIMATE MODE ITEMS

TECHNIQUES

Foie	L18-29
Barta	L18-29
Zonde	L18-29
Gifoie	L18*26
Gibarta	L18-26
Gizonde	L18-26
Rafoie	L18-24
Rabarta	L21-30
Razonde	L18-24
Grants	L18-24
Megid	L18-24
Resta	L18-30
Anti	L4-7
Reverser	
Shifta	L18-26
Deband	L18-26
Jellen	L18-26
Zalure	L18-26
Ryuker	

ARMS

- DB'S SABER
- CALIBUR
- BLADE DANCE
- GUNGNIR
- DISKA
- CLUB OF LACONIUM
- STRIKER
- SCEPTER
- VARISTA
- LASER
- M&A60 VISE
- ARMS

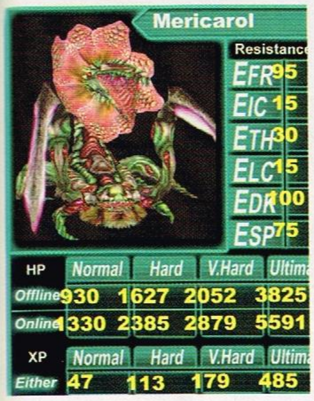
GUARDS

- DRAGON FRAME
- ABSORB ARMOR
- PROTECT FRAME
- PROTECT FRAME
- PERFECT FRAME
- GENERAL SHIELD
- PROTECT BARRIER
- GLORIOUS SHIELD
- IMPERIAL BARRIER
- GUADIAN SHIELD

Average level of Armor "Units" in this area:

★★★★★★★☆☆☆

ENEMY DATA


Mericarol

Resistanc	
EFR	95
EIC	15
ETH	30
ELC	15
EDR	100
ESP	75

HP	Normal	Hard	V.Hard	Ultima
Offline	930	1627	2052	3825
Online	1330	2385	2879	5591

XP	Normal	Hard	V.Hard	Ultima
Either	47	113	179	485

MERICAROL

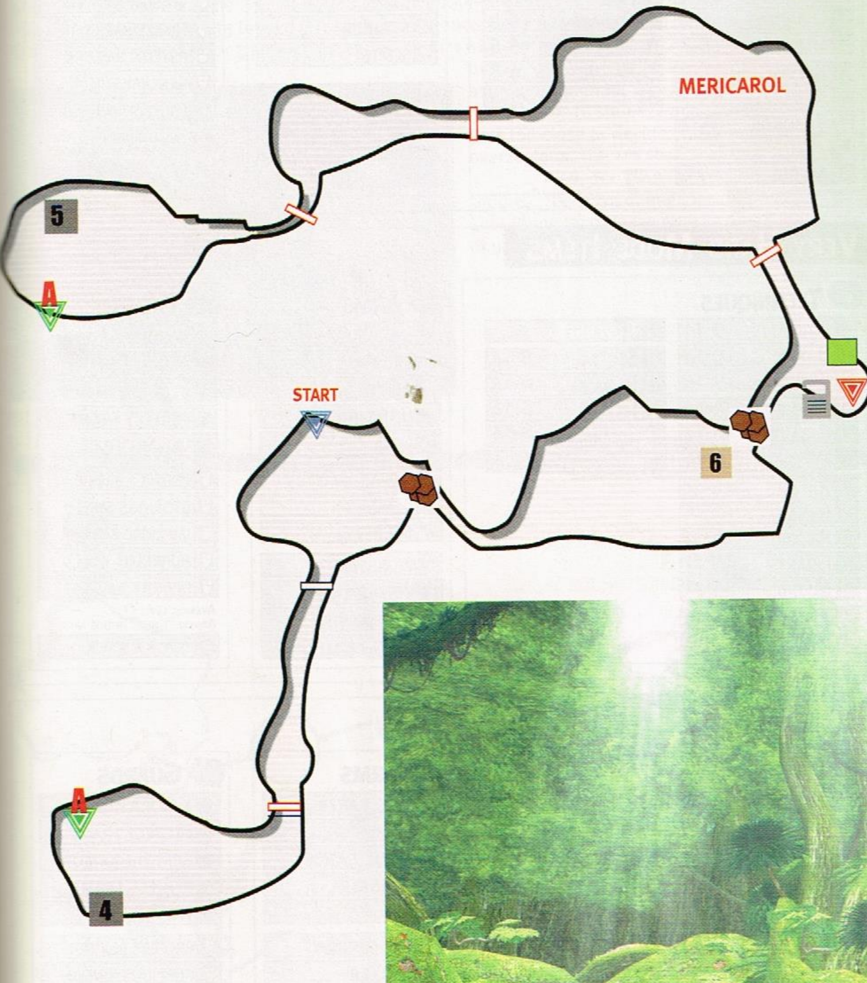
HP 216/256
TP 0/0
Sega16
Mericarol
Attribute:A.Beast

Each of the regions surrounding the Central Control Area on Gal Da Val Island is inhabited by a mini-boss. In the Jungle, that mini-boss is Mericarol. This giant, mutated plant appears after you've defeated the first three Merillias at the location indicated on the map. It spits a purple projectile at you that inflicts damage and can cause Confusion. If your character becomes Confused, keep moving the Control Stick—you're less likely to be hit by another projectile if moving around.

Mericarol is even more dangerous up close, where its blades can cut you down without warning. What's worse, when it points its head straight up in the air and starts beeping, it's about to release a powder that deals more damage than anything you've encountered so far in Episode II. Low- to mid-level characters will be killed instantly! Fortunately, you have ample time to run away, and brave souls can even squeeze in a couple of attacks first.

A far more sane strategy, however, is to stay as far away from Mericarol as possible. Its projectiles have the same range as a Handgun, so Rangers equipped with a Rifle can pick it off from afar. Everyone else should use hit-and-run tactics, dodging its projectiles and then attacking with a gun or technique. After it's about halfway dead, the Mericarol will slide down the hill and try to ram into you. As long as you're paying attention, though, you should be able to move out of the way easily.

MAP DATA



This map is about as simple as it gets. The only matter of note is that you can smash those rocks near the starting point to reach six brown chests (and encounter a Sinow Berill). You can tell whether you can smash a pile of rocks by the impact graphic that appears when you strike them.

EPISODE II

Mountain AREA

Item Data

Normal Mode Items

Tools

- Monomate
- Dimate
- Trimate
- Monofluid
- Difluid
- Trifluid
- Antidote
- Antiparalysis
- Sol Atomizer
- Moon Atomizer
- Star Atomizer
- Telepipe
- Trap Vision
- Monogrinder
- Digrinder
- Trigrinder
- Material (misc.)
- Scape Doll

Techniques

Foie	L3-5
Barta	L3-5
Zonde	L3-5
Gifoie	L-2-3
Gibarta	L-2-3
Gizonde	L-2-3
Rafoie	L-1-2
Rabarta	L-1-2
Razonde	L-1-2
Grants	L1-2
Megid	L1-2
Resta	L3-5
Anti	L1-2
Reverser	
Shifta	L2-3
Deband	L2-3
Jellen	L2-3
Zalure	L2-3
Ryuker	

Arms

- BUSTER
- GIGUSH
- KNIFE
- PARTISAN
- SLICER
- MACE
- POLE
- WAND
- LOCKGUN
- SNIPER
- MECHGUN
- SHOT

Guards

- GIGA FRAME
- SOUL FRAME
- CROSS ARMOR
- SOLID FRAME
- BRAVE ARMOR
- GIGA SHIELD
- SOUL BARRIER
- HARD SHIELD
- BRAVE BARRIER
- SOLID SHIELD

Average level of Armor "Units" in this area:

★★☆☆☆☆☆☆☆☆

HP 258/258
TP 0/0
Lv 32
Sega16

Hard Mode Items

Techniques

Foie	L9-10	Resta	L9-10
Barta	L9-10	Anti	L2-4
Zonde	L9-10	Reverser	
Gifoie	L6-8	Shifta	L6-8
Gibarta	L6-8	Deband	L6-8
Gizonde	L6-8	Jellen	L6-8
Rafoie	L5-7	Zalure	L6-8
Rabarta	L5-7	Ryuker	
Razonde	L5-7		
Grants	L4-5		
Megid	L4-6		

Arms

- GLADIUS
- CLAYMORE
- EDGE
- BERDYS
- SAWCER
- CLUB
- STRIKER
- SCEPTER
- RAYGUN
- BEAM
- GATLING
- LAUNCHER

Guards

- GRAND ARMOR
- SHOCK FRAME
- KING'S FRAME
- DRAGON FRAME
- ABSORB FRAME
- PLASMA BARRIER
- FREEZE BARRIER
- PSYCHIC BARRIER
- GENERAL SHIELD
- PROTECT BARRIER

Average level of Armor "Units" in this area:

★★★★★☆☆☆☆☆

Very Hard Mode Items

Techniques

Foie	L9-14	Reverser	
Barta	L9-14	Shifta	L8-14
Zonde	L9-14	Deband	L8-14
Gifoie	L8-14	Jellen	L8-14
Gibarta	L8-14	Zalure	L8-14
Gizonde	L8-14	Ryuker	
Rafoie	L6-11		
Rabarta	L6-11		
Razonde	L6-11		
Grants	L5-11		
Megid	L5-11		
Resta	L9-14		
Anti	L3-6		

Arms

- DB'S SABER
- CALIBUR
- BLADE DANCE
- GUNGNIR
- DISKA
- CLUB OF LACONIUM
- STRIKER
- SCEPTER
- VARISTA
- VISK-235W
- M&A60 VISE
- CRUSH BULLET

Guards

- ABSORB ARMOR
- PROTECT FRAME
- GENERAL ARMOR
- PERFECT FRAME
- VALIANT FRAME
- PROTECT BARRIER
- GLORIOUS SHIELD
- IMPERIAL BARRIER
- GUARDIAN SHIELD
- DIVINITY BARRIER

Average level of Armor "Units" in this area:

★★★★★★★☆☆☆

Ultimate Mode Items

Techniques

Foie	L19-29	Reverser	
Barta	L19-29	Shifta	L19-28
Zonde	L21-30	Deband	L19-28
Gifoie	L19-28	Jellen	L19-28
Gibarta	L19-28	Zalure	L19-28
Gizonde	L19-28	Ryuker	
Rafoie	L19-26		
Rabarta	L19-26		
Razonde	L19-26		
Grants	L19-26		
Megid	L19-26		
Resta	L19-30		
Anti	L4-7		

Arms

- DB'S SABER
- CALIBUR
- BLADE DANCE
- GUNGNIR
- DISKA
- CLUB OF LACONIUM
- STRIKER
- SCEPTER
- VARISTA
- VISK-235W
- M&A60 VISE
- CRUSH BULLET

Guards

- ABSORB ARMOR
- PROTECT FRAME
- GENERAL ARMOR
- PERFECT FRAME
- VALIANT FRAME
- PROTECT BARRIER
- GLORIOUS SHIELD
- IMPERIAL BARRIER
- GUADIAN SHIELD
- DIVINITY BARRIER

Average level of Armor "Units" in this area:

★★★★★★★★☆☆

STRATEGY DATA

POISON SPITTERS

The Poison Spitter is an organic lump that spews poison all around it. They're not really hidden (although they can frequently be found in the middle of a clump of chests), so they're easily avoided. To kill them, use a long-range weapon, or time your short-range attacks carefully. Stick around for a second afterward, and you might even get an item for it.

HP 168/258
TP 0/0
Lv 32
Sega16

ENEMY DATA

GIBBLES

The Mountain Area's mini-boss may have a silly name, but don't let that fool you. Gibbles is one tough hombre, and if you get too close, he'll pummel you into the ground to prove it. Maintain a safe distance, and when he leaps into the air after lumbering toward you for a few seconds, keep moving to avoid getting pancaked. Upon landing, Gibbles will be stunned long enough for you to hit him with a three-hit combo. Once he snaps out of it, though, he'll block most short-range attacks and counter them with a devastating roundhouse. If you're attacking from long range, you may be able to squeeze in a couple of extra hits before he gets too close or decides to jump again, but don't get overzealous. The key to victory here is patience.

Also, don't kill the Ul Gibbons that fight alongside Gibbles. The wave of enemies that replaces them includes a Zol Gibbon, and freeze attacks plus Gibbles can result in lots of unpleasantness.

HP 182/258
TP 0/0
Lv 32
Sega16
33
Gibbles
Attribute:Native

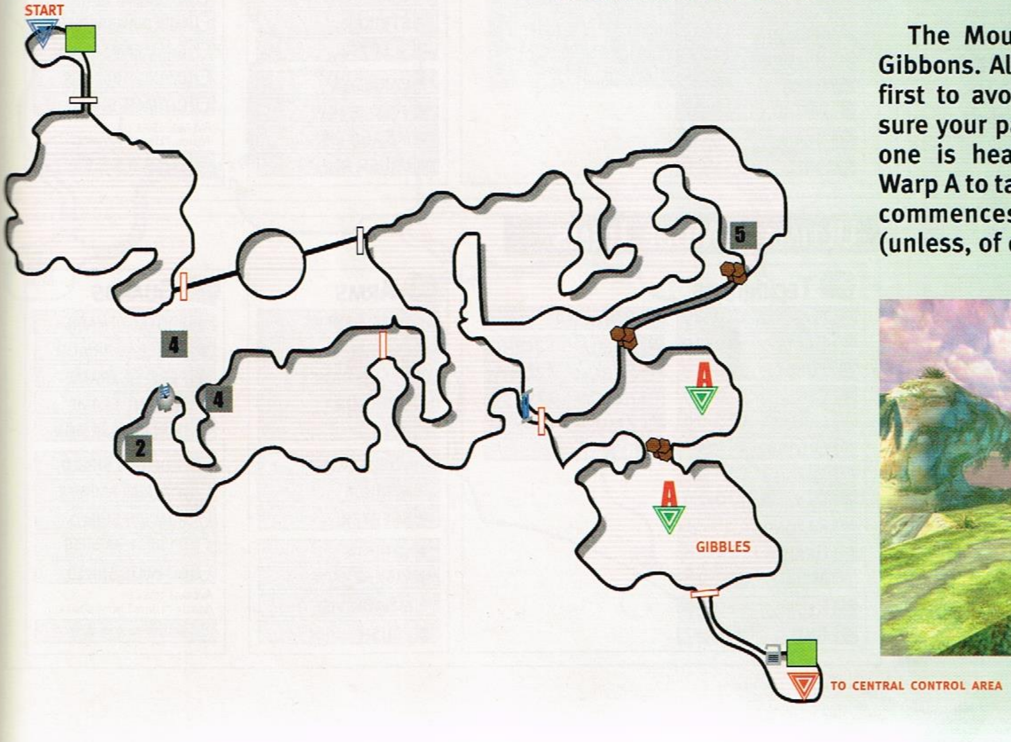
Gibbles

Resistances	
EFR	50
EIC	10
ETH	85
ELC	10
EDK	100
ESP	75

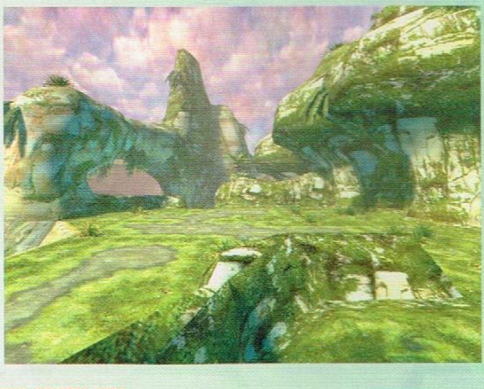
HP	Normal	Hard	V.Hard	Ultimate
Offline	1000	1720	2150	4000
Online	1980	3282	3821	7346

XP	Normal	Hard	V.Hard	Ultimate
Either	52	121	189	510

MAP DATA



The Mountain Area is crawling with Gibbons. Always go after the Zol variety first to avoid being Frozen. Also, make sure your party is assembled and everyone is healed before you go through Warp A to tackle Gibbles. Once the battle commences, there's no turning back (unless, of course, you use a Telepipe).



SEASIDE AREA

ITEM DATA

NORMAL MODE ITEMS

TOOLS

- MONOMATE
- DIMATE
- TRIMATE
- MONOFLUID
- DIFLUID
- TRIFLUID
- ANTIDOTE
- ANTIPARALYSIS
- SOL ATOMIZER
- MOON ATOMIZER
- STAR ATOMIZER
- TELEPIPE
- TRAP VISION
- MONOGRINDER
- DIGRINDER
- TRIGRINDER
- MATERIAL (MISC.)
- SCAPE DOLL

TECHNIQUES

FOIE	L4-6
BARTA	L4-6
ZONDE	L4-6
GIFOIE	L2-3
GIBARTA	L2-3
GIZONDE	L2-3
RAFOIE	L2-3
RABARTA	L2-3
RAZONDE	L2-3
GRANTS	L1
MEGID	L1
RESTA	L4-6
ANTI	L2
REVERSER	
SHIFTA	L2-3
DEBAND	L2-3
JELLEN	L2-3
ZALURE	L2-3
RYUKER	

ARMS

- BUSTER
- GIGUSH
- KNIFE
- PARTISAN
- SLICER
- MACE
- POLE
- WAND
- LOCKGUN
- SNIPER
- MECHGUN
- SHOT

GUARDS

- SOUL FRAME
- CROSS ARMOR
- SOLID FRAME
- BRAVE ARMOR
- HYPERFRAME
- SOUL BARRIER
- HARD SHIELD
- BRAVE BARRIER
- SOLID SHIELD
- FLAME BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★☆☆☆☆☆☆☆

0
HP 155/258
TP 0/0
Lv 32
Sega16

HARD MODE ITEMS

TECHNIQUES

FOIE	L10-12
BARTA	L10-12
ZONDE	L10-12
GIFOIE	L7-9
GIBARTA	L7-9
GIZONDE	L7-9
RAFOIE	L6-7
RABARTA	L6-7
RAZONDE	L6-7
GRANTS	L4-7
MEGID	L4-7
RESTA	L10-12
ANTI	L3-4
REVERSER	
SHIFTA	L7-9
DEBAND	L7-9
JELLEN	L7-9
ZALURE	L7-9
RYUKER	

ARMS

- GLADIUS
- CLAYMORE
- EDGE
- BERDYS
- SAWCER
- CLUB
- STRIKER
- SCEPTER
- RAYGUN
- BEAM
- GATLING
- LAUNCHER

GUARDS

- SHOCK FRAME
- KING'S FRAME
- DRAGON FRAME
- ABSORB ARMOR
- PROTECT FRAME
- FREEZE BARRIER
- PSYCHIC BARRIER
- GENERAL SHIELD
- PROTECT BARRIER
- GLORIOUS SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★★☆☆☆☆

VERY HARD MODE ITEMS

TECHNIQUES

FOIE	L9-15
BARTA	L9-15
ZONDE	L9-15
GIFOIE	L8-15
GIBARTA	L8-15
GIZONDE	L8-15
RAFOIE	L6-12
RABARTA	L6-12
RAZONDE	L6-12
GRANTS	L6-12
MEGID	L6-12
RESTA	L9-15
ANTI	L3-6
REVERSER	
SHIFTA	L8-15
DEBAND	L8-15
JELLEN	L8-15
ZALURE	L8-15
RYUKER	

ARMS

- DB'S SABER
- CALIBUR
- BLADE DANCE
- GUNGNIR
- DISKA
- CLUB OF LACONIUM
- STRIKER
- SCEPTER
- VARISTA
- VISK-235W
- M&A60 VISE
- CRUSH BULLET

GUARDS

- PROTECT FRAME
- GENERAL ARMOR
- PERFECT FRAME
- VALIANT FRAME
- IMPERIAL ARMOR
- GLORIOUS SHIELD
- IMPERIAL BARRIER
- GUARDIAN SHIELD
- DIVINITY BARRIER
- ULTIMATE SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★★★★☆☆

ULTIMATE MODE ITEMS

TECHNIQUES

FOIE	L20-29
BARTA	L20-29
ZONDE	L20-29
GIFOIE	L20-29
GIBARTA	L20-29
GIZONDE	L21-30
RAFOIE	L20-29
RABARTA	L20-29
RAZONDE	L20-29
GRANTS	L20-28
MEGID	L20-28
RESTA	L20-30
ANTI	L4-7
REVERSER	
SHIFTA	L20-30
DEBAND	L20-30
JELLEN	L20-30
ZALURE	L20-30
RYUKER	

ARMS

- DB'S SABER
- CALIBUR
- BLADE DANCE
- GUNGNIR
- DISKA
- CLUB OF LACONIUM
- STRIKER
- SCEPTER
- VARISTA
- VISK-235W
- M&A60 VISE
- CRUSH BULLET

GUARDS

- PROTECT FRAME
- GENERAL ARMOR
- PERFECT FRAME
- VALIANT FRAME
- IMPERIAL ARMOR
- GLORIOUS SHIELD
- IMPERIAL BARRIER
- GUADIAN SHIELD
- DIVINITY BARRIER
- ULTIMATE SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★★★★☆☆

ENEMY DATA

Gi Gue

Resistances	
EFR	80
EIC	30
ETH	30
ELC	10
EDK	100
ESP	75

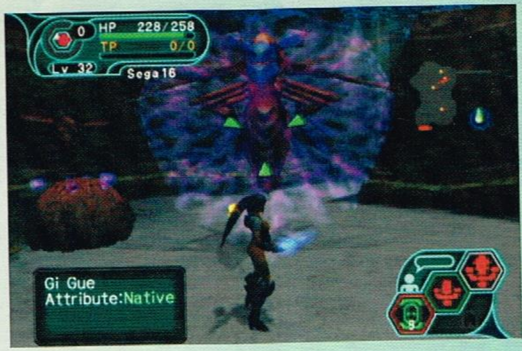
HP	Normal	Hard	V.Hard	Ultimate
Offline	880	1560	1982	3700
Online	1250	2275	2763	5375

XP	Normal	Hard	V.Hard	Ultimate
Either	51	119	187	505

GI GUE

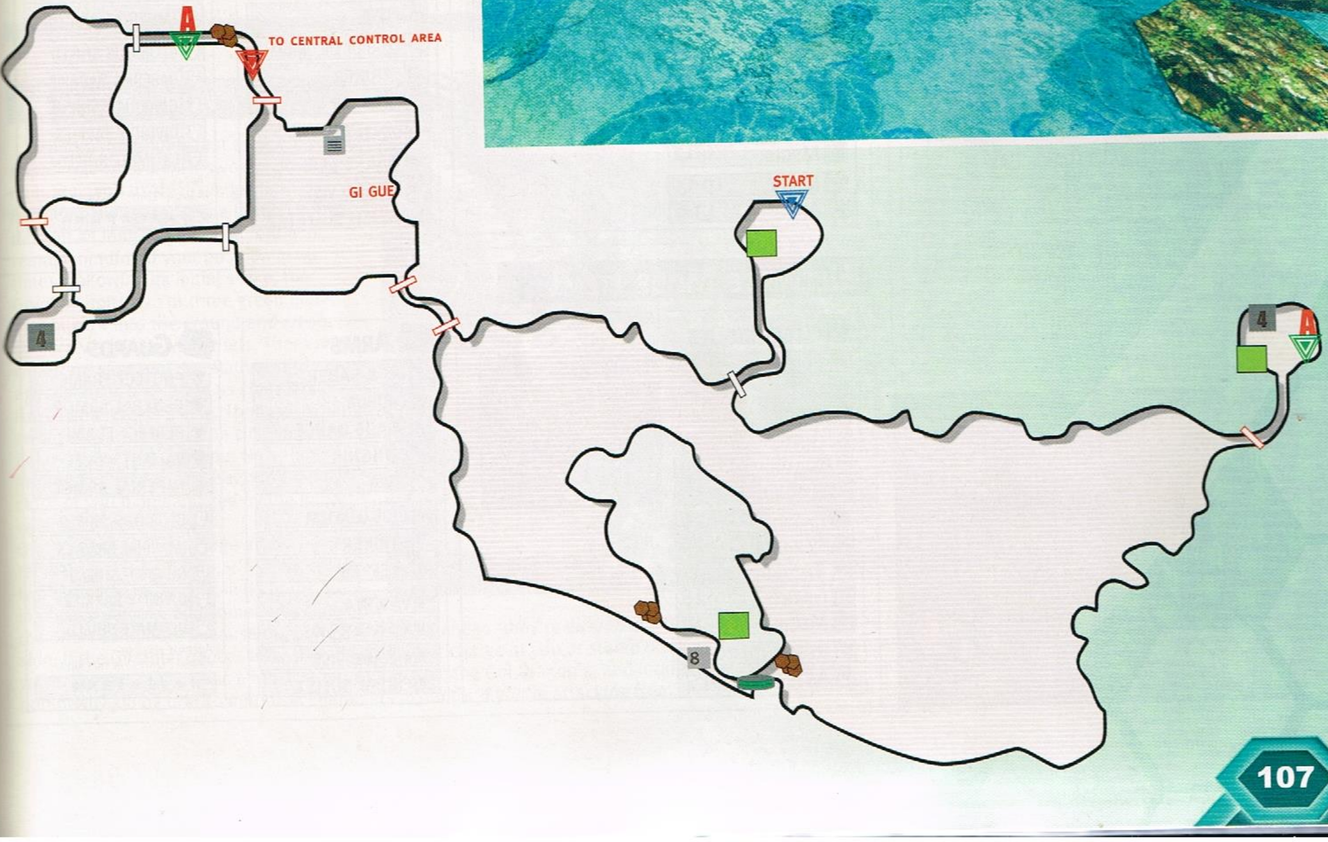
The mini-boss in the Seaside Area is a giant queen Gee called Gi Gue. Like Mericarol, it fires damaging projectiles that can cause Confusion. Unlike Mericarol's projectiles, however, these have a limited tracking ability. There are also numerous Gees and Poison Spitters in the "room", so you'll need to break out some serious dodging skills to survive.

Gi Gue flies low enough for you to strike it with melee weapons, but after taking a couple of hits, it'll try to put some distance between the two of you. Stay on the oversized insect, and attack aggressively. Just watch out for incoming projectiles as you give chase, and back off when Gi Gue surrounds itself with its shield. Not only will your attacks miss while the shield is up, but Gi Gue will respond by firing a spiked ball out of its rear end, causing a massive explosion upon impact. The things some monsters will do to try to kill you....



MAP DATA

The seashore here is gorgeous, but it's riddled with traps. Be especially careful in the water, where floor traps can spring up every few steps. The only detour on this map is to the south, where you'll find eight brown chests, a computer terminal, and a healing rig. The rocks west of these items will disappear once you've defeated most of the enemies in the surrounding area.



EPISODE II

Central Control AREA

ITEM DATA

NORMAL MODE ITEMS

TOOLS

- MONOMATE
- DIMATE
- TRIMATE
- MONOFLUID
- DIFLUID
- TRIFLUID
- ANTIDOTE
- ANTIPARALYSIS
- SOL ATOMIZER
- MOON ATOMIZER
- STAR ATOMIZER
- TELEPIPE
- TRAP VISION
- MONOGRINDER
- DIGRINDER
- TRIGRINDER
- MATERIAL (MISC.)
- SCAPE DOLL

TECHNIQUES

FOIE	L4-6
BARTA	L4-6
ZONDE	L4-6
GIFOIE	L2-3
GIBARTA	L2-3
GIZONDE	L2-3
RAFOIE	L2-3
RABARTA	L2-3
RAZONDE	L2-3
GRANTS	L1
MEGID	L1
RESTA	L4-6
ANTI	L2
REVERSER	
SHIFTA	L2-3
DEBAND	L2-3
JELLEN	L2-3
ZALURE	L2-3
RYUKER	

ARMS

- BUSTER
- GIGUSH
- KNIFE
- PARTISAN
- SLICER
- MACE
- POLE
- WAND
- LOCKGUN
- SNIPER
- MECHGUN
- SHOT

GUARDS

- SOUL FRAME
- CROSS ARMOR
- SOLID FRAME
- BRAVE ARMOR
- HYPERFRAME
- SOUL BARRIER
- HARD SHIELD
- BRAVE BARRIER
- SOLID SHIELD
- FLAME BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★☆☆☆☆☆☆☆

HP 230/258
TP 0/0
Lv 32
Sega16

HARD MODE ITEMS

TECHNIQUES

FOIE	L10-12
BARTA	L10-12
ZONDE	L10-12
GIFOIE	L7-9
GIBARTA	L7-9
GIZONDE	L7-9
RAFOIE	L6-7
RABARTA	L6-7
RAZONDE	L6-7
GRANTS	L4-7
MEGID	L4-7
RESTA	L10-12
ANTI	L3-4
REVERSER	
SHIFTA	L7-9
DEBAND	L7-9
JELLEN	L7-9
ZALURE	L7-9
RYUKER	

ARMS

- GLADIUS
- CLAYMORE
- EDGE
- BERDYS
- SAWCER
- CLUB
- STRIKER
- SCEPTER
- RAYGUN
- BEAM
- GATLING
- LAUNCHER

GUARDS

- SHOCK FRAME
- KING'S FRAME
- DRAGON FRAME
- ABSORB ARMOR
- PROTECT FRAME
- FREEZE BARRIER
- PSYCHIC BARRIER
- GENERAL SHIELD
- PROTECT BARRIER
- GLORIOUS SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★★☆☆☆☆

VERY HARD MODE ITEMS

TECHNIQUES

FOIE	L9-15
BARTA	L9-15
ZONDE	L9-15
GIFOIE	L8-15
GIBARTA	L8-15
GIZONDE	L8-15
RAFOIE	L6-12
RABARTA	L6-12
RAZONDE	L6-12
GRANTS	L6-12
MEGID	L6-12
RESTA	L9-15
ANTI	L3-6
REVERSER	
SHIFTA	L8-15
DEBAND	L8-15
JELLEN	L8-15
ZALURE	L8-15
RYUKER	

ARMS

- DB'S SABER
- CALIBUR
- BLADE DANCE
- GUNGNIR
- DISKA
- CLUB OF LACONIUM
- STRIKER
- SCEPTER
- VARISTA
- VISK-235W
- M&A60 VISE
- CRUSH BULLET

GUARDS

- PROTECT FRAME
- GENERAL ARMOR
- PERFECT FRAME
- VALIANT FRAME
- IMPERIAL ARMOR
- GLORIOUS SHIELD
- IMPERIAL BARRIER
- GUARDIAN SHIELD
- DIVINITY BARRIER
- ULTIMATE SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★★★★☆☆

ULTIMATE MODE ITEMS

TECHNIQUES

FOIE	L20-29
BARTA	L20-29
ZONDE	L20-29
GIFOIE	L20-29
GIBARTA	L20-29
GIZONDE	L21-30
RAFOIE	L20-29
RABARTA	L20-29
RAZONDE	L20-29
GRANTS	L20-28
MEGID	L20-28
RESTA	L20-30
ANTI	L4-7
REVERSER	
SHIFTA	L20-30
DEBAND	L20-30
JELLEN	L20-30
ZALURE	L20-30
RYUKER	

ARMS

- DB'S SABER
- CALIBUR
- BLADE DANCE
- GUNGNIR
- DISKA
- CLUB OF LACONIUM
- STRIKER
- SCEPTER
- VARISTA
- VISK-235W
- M&A60 VISE
- CRUSH BULLET

GUARDS

- PROTECT FRAME
- GENERAL ARMOR
- PERFECT FRAME
- VALIANT FRAME
- IMPERIAL ARMOR
- GLORIOUS SHIELD
- IMPERIAL BARRIER
- GUADIAN SHIELD
- DIVINITY BARRIER
- ULTIMATE SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★★★★☆☆

Strategy Data

Security Sensors

Security sensors look a little bit like red gates, but they swing back and forth on one of their posts and the lasers in between move up and down. More importantly, pillars pop out of the ground if you come in contact with the lasers. Fortunately, it's fairly easy to get past the security sensors as long as you're not in too big a hurry. What better reason to slow down than to avoid having to deal with pillars?

HP 258/258
TP 0/0
Lv 32
Sega16

HP 221/258
TP 0/0
Lv 32
Sega16

Enemy Data

Sinow Spigells

Resistances	
EFR	15
EIC	50
ETH	50
ELC	50
EDK	28
ESP	39

HP	Normal	Hard	V.Hard	Ultimate
Offline	475	1022	1415	2688
Online	555	1316	1755	3499

XP	Normal	Hard	V.Hard	Ultimate
Either	21	70	127	355

Sinow Spigells

HP 103/258
TP 0/0
Lv 32
Sega16

Sinow Spigell
Attribute:Machine

Sinow Spigells are even more advanced than Sinow Berills. They have the same photon camouflage that enables them to go undetected by radar, but Spigells can take more damage before their camouflage malfunctions (and it still reactivates the next time they teleport). Furthermore, although Spigells follow the same basic pattern of throwing punches, jumping back, and then sometimes teleporting and/or surrounding themselves in flame, their punches unequip your weapon in addition to dealing damage! If you need to re-equip, run back to the previous room or hallway— trying to do so in the heat of battle can be risky and will often cost you more HP. As if that weren't bad enough, Spigells can also heal themselves.

Rangers and Forces should stay out of fist range (though not so far away that the Spigell will attack with its leaping slash) and fire as the Spigell approaches. The Spigells' evasion is extremely high while their photon camouflage is activated, but they'll usually teleport after taking just a couple of hits. If a Spigell teleports right next to you, put some distance between you before attacking again. In single-player mode, Hunters should use hit-and-run tactics, preferably with a Sword or a Partisan. In multiplayer mode, they should act as decoys while the rest of the party attacks from long range.

Boss Data

Gal Gryphon

Gal Gryphon

Resistances	
EFR	45
EIC	30
ETH	70
ELC	70
EDK	100
ESP	100

HP	Normal	Hard	V.Hard	Ultimate
Offline	7000	9500	11500	13600
Online	9000	13600	20000	30000

XP	Normal	Hard	V.Hard	Ultimate
Either	1200	3000	9900	18000

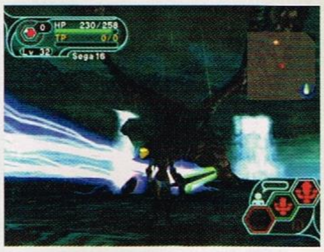
The Gal Gryphon's first attack is almost impossible to avoid—it swoops down and nails you with its huge wingspan. Fortunately, the rest of the battle isn't so difficult as long as you're patient and remain mindful of your position at all times. Following its initial strike, the Gryphon spits two or three green blobs that burrow into the ground and create character-seeking whirlwinds. These whirlwinds are slow and do relatively little damage, so focus on getting as close to the Gal Gryphon as possible. That way, when it swoops down to cross the circular battlefield, it'll fly right over you. Now turn around and give chase, but don't get too close or you'll be damaged by the impact when the Gryphon lands.

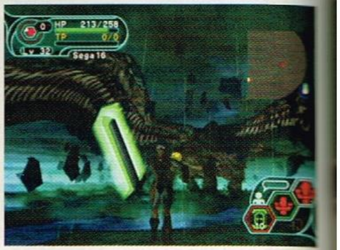
On the ground, it has three attacks. If it rears up on its hind legs, it's about to fire two blue energy bolts from its horns, dealing heavy damage and sometimes causing the Short condition. Because the bolts fire straight ahead, they're easy to avoid by simply running to the Gryphon's side. If the Gryphon pauses after it lands, it'll either charge at you or stomp on the ground to cause a massive shockwave. The shockwave has a much larger radius than the Gol Dragon's, and it does a heck of a lot more damage, potentially killing low- to mid-level characters instantly. If you're attacking from short-range, do a single 3-

continued on next page

hit combo while the Gryphon's paused, then run away. It is possible to squeeze in two 3-hit combos and still have time to run, but discretion is the better part of valor. If the Gryphon charges, move close to its side. It has the turning radius of an eighteen-wheeler, so by sticking close, you can get it to run circles around you. After attacking, the Gryphon walks around for a little while, which is the perfect time to attack its feet from short range or its head from long range. Just be careful not to get trampled underfoot if you're attacking up close.

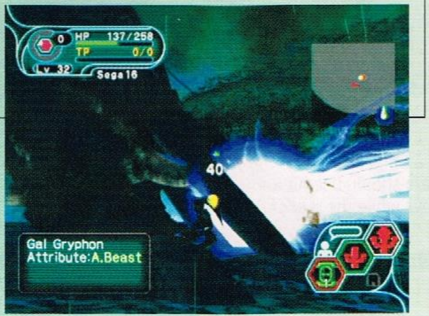
At first, the Gryphon sometimes performs only two ground attacks before it takes off to repeat the pattern (green blobs, swoop, land). Once you've done some damage, however, it'll always do three attacks before taking off. The same strategies still apply, though.


HP 230/258
TP 0/0
Lv 32
Sega16


HP 213/258
TP 0/0
Lv 32
Sega16

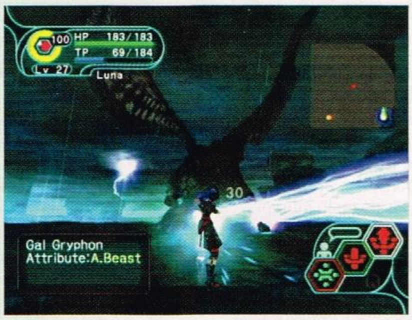
HUNTERS

The only part of the Gryphon that Hunters can hit consistently is the feet, except when it leans forward to fire its blue energy bolts. Then Hunters can swipe at the head to do twice as much damage per hit—but they must be very careful not to run into those bolts. If possible, use a Sword or a Partisan to attack from a bit farther away.


HP 137/258
TP 0/0
Lv 32
Sega16
40
Gal Gryphon
Attribute:A.Beast

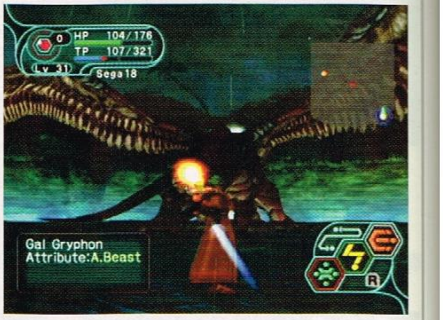
RANGERS

Rangers equipped with a Rifle are ideally suited for the Gal Gryphon since they can fire at its head from a safe distance. Naturally, other kinds of guns can hit the head as well, but with them you still have to worry about the Gryphon's shockwave attack. Now is as good a time as any to invest in a good Rifle (or find somebody to give one to you).

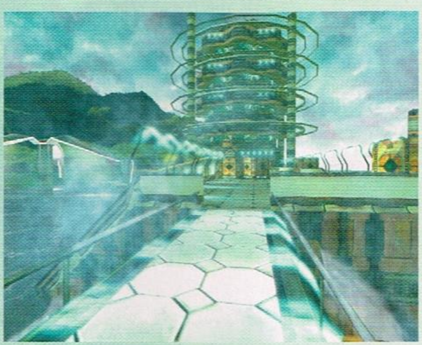

100
HP 183/183
TP 69/184
Lv 27
Luna
30
Gal Gryphon
Attribute:A.Beast

FORCES

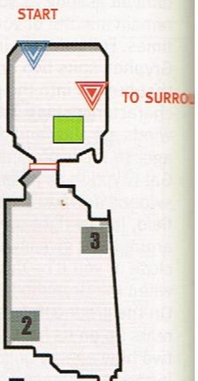
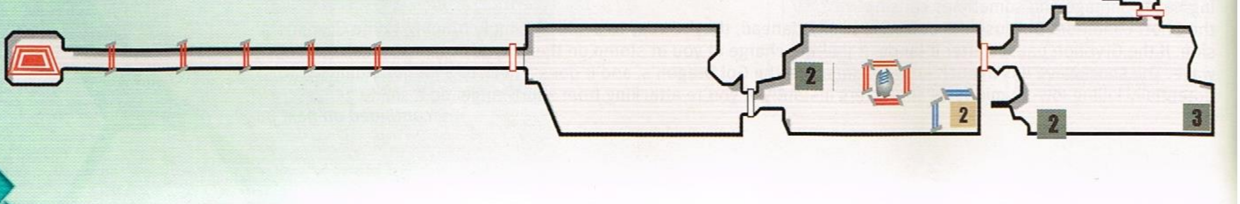
Mid-level Forces are surprisingly potent offensively against the Gal Gryphon. Both Barta and Foie have a greater range than its shockwave attack, allowing you to cast them from a safe distance. Although Barta does slightly more damage, we actually prefer Foie thanks to its rapid-fire speed. Plus it's a bit cheaper, saving you more TP for Resta and Shifta.


HP 104/176
TP 107/321
Lv 31
Sega18
Gal Gryphon
Attribute:A.Beast

MAP DATA



The only way this map could be any simpler is if it were a straight line (which it almost is, actually). But that doesn't mean that reaching the boss warp will be easy. The room before the long hallway is particularly nasty. There are traps scattered everywhere, and you must defeat three waves of Sinows (two pairs of Berills and a pair of Spigells) before the door will open.



START
TO SURRO
3
2
2
2
2
3

Seabed Upper AREA

ITEM DATA

NORMAL MODE ITEMS

TOOLS

- MONOMATE
- DIMATE
- TRIMATE
- MONOFLUID
- DIFLUID
- TRIFLUID
- ANTIDOTE
- ANTIPARALYSIS
- SOL ATOMIZER
- MOON ATOMIZER
- STAR ATOMIZER
- TELEPIPE
- TRAP VISION
- MONOGRINDER
- DIGRINDER
- TRIGRINDER
- MATERIAL (MISC.)
- SCAPE DOLL

TECHNIQUES

FOIE	L5-7
BARTA	L5-7
ZONDE	L5-7
GIFOIE	L3-4
GIBARTA	L3-4
GIZONDE	L3-4
RAFOIE	L2-4
RABARTA	L2-4
RAZONDE	L2-4
GRANTS	L1
MEGID	L1
RESTA	L5-7
ANTI	L2
REVERSER	
SHIFTA	L3-4
DEBAND	L3-4
JELLEN	L3-4
ZALURE	L3-4
RYUKER	

ARMS

- BUSTER
- GIGUSH
- KNIFE
- PARTISAN
- SLICER
- MACE
- POLE
- STAFF
- LOCKGUN
- SNIPER
- MECHGUN
- SHOT

GUARDS

- CROSS ARMOR
- SOLID FRAME
- BRAVE ARMOR
- HYPER FRAME
- GRAND ARMOR
- HARD SHIELD
- BRAVE BARRIER
- SOLID SHIELD
- FLAME BARRIER
- PLASMA BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:
★★★☆☆☆☆☆☆☆

11
HP 432/616
TP 0/0
Lv 85
Moesha

HARD MODE ITEMS

TECHNIQUES

FOIE	L10-12
BARTA	L10-12
ZONDE	L10-12
GIFOIE	L8-10
GIBARTA	L8-10
GIZONDE	L8-10
RAFOIE	L6-8
RABARTA	L6-8
RAZONDE	L6-8
GRANTS	L5-8
MEGID	L5-8
RESTA	L10-12
ANTI	L3-4
REVERSER	
SHIFTA	L8-10
DEBAND	L8-10
JELLEN	L8-10
ZALURE	L8-10
RYUKER	

ARMS

- DB'S SABER
- CALIBUR
- RIPPER
- BERDYS
- SAWCER
- CLUB
- STRIKER
- SCEPTER
- VARISTA
- LASER
- VULCAN
- LAUNCHER

GUARDS

- KING'S FRAME
- DRAGON FRAME
- ABSORB ARMOR
- PROTECT FRAME
- GENERAL ARMOR
- PSYCHIC BARRIER
- GENERAL SHIELD
- PROTECT BARRIER
- GLORIOUS SHIELD
- IMPERIAL BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:
★★★★★☆☆☆☆☆

VERY HARD MODE ITEMS

TECHNIQUES

FOIE	L9-15
BARTA	L9-15
ZONDE	L9-15
GIFOIE	L8-15
GIBARTA	L8-15
GIZONDE	L8-15
RAFOIE	L6-12
RABARTA	L6-12
RAZONDE	L6-12
GRANTS	L6-12
MEGID	L6-12
RESTA	L9-15
ANTI	L3-6
REVERSER	
SHIFTA	L8-15
DEBAND	L8-15
JELLEN	L8-15
ZALURE	L8-15
RYUKER	

ARMS

- DB'S SABER
- FLOWEN'S SWORD
- BLADE DANCE
- GUNGNIR
- SLICER OF ASSASSIN
- CLUB OF LACONIUM
- STRIKER
- SCEPTER
- VARISTA
- VISK-235W
- M&A60 VISE
- CRUSH BULLET

GUARDS

- GENERAL ARMOR
- PERFECT FRAME
- VALIANT FRAME
- IMPERIAL ARMOR
- HOLINESS ARMOR
- IMPERIAL BARRIER
- GUARDIAN SHIELD
- DIVINITY BARRIER
- ULTIMATE SHIELD
- SPIRITUAL SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:
★★★★★★★☆☆☆

ULTIMATE MODE ITEMS

TECHNIQUES

FOIE	L21-29
BARTA	L21-29
ZONDE	L21-29
GIFOIE	L21-29
GIBARTA	L21-29
GIZONDE	L21-29
RAFOIE	L21-29
RABARTA	L21-29
RAZONDE	L21-30
GRANTS	L21-29
MEGID	L21-29
RESTA	L21-30
ANTI	L4-7
REVERSER	
SHIFTA	L21-30
DEBAND	L21-30
JELLEN	L21-30
ZALURE	L21-30
RYUKER	

ARMS

- DB'S SABER
- FLOWEN'S SWORD
- BLADE DANCE
- BRIONAC
- SLICER OF ASSASSIN
- CLUB OF LACONIUM
- STRIKER
- SCEPTER
- VARISTA
- VISK-235W
- M&A60 VISE
- CRUSH BULLET

GUARDS

- GENERAL ARMOR
- PERFECT FRAME
- VALIANT FRAME
- IMPERIAL ARMOR
- HOLINESS ARMOR
- IMPERIAL BARRIER
- GUADIAN SHIELD
- DIVINITY BARRIER
- ULTIMATE SHIELD
- SPIRITUAL SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:
★★★★★★★★☆☆

Recobox

Resistances	
EFR	0
EIC	85
ETH	45
ELC	85
EDK	25
ESP	0

HP	Normal	Hard	V.Hard	Ultimate
Offline	630	1228	1632	3075
Online	800	1654	2110	4160

XP	Normal	Hard	V.Hard	Ultimate
Either	12	55	109	310

Recon

Resistances	
EFR	20
EIC	20
ETH	20
ELC	20
EDK	60
ESP	0

HP	Normal	Hard	V.Hard	Ultimate
Offline	75	490	855	1688
Online	160	771	1182	2432

XP	Normal	Hard	V.Hard	Ultimate
Either	3	42	100	195

Dolmolm

Resistances	
EFR	40
EIC	60
ETH	10
ELC	20
EDK	30
ESP	15

HP	Normal	Hard	V.Hard	Ultimate
Offline	300	789	1170	2250
Online	355	1040	1465	2959

XP	Normal	Hard	V.Hard	Ultimate
Either	18	65	121	340

Dolmdarl

Resistances	
EFR	10
EIC	75
ETH	50
ELC	20
EDK	30
ESP	24

HP	Normal	Hard	V.Hard	Ultimat
Offline	333	833	1216	2333
Online	390	1088	1516	3053

XP	Normal	Hard	V.Hard	Ultimat
Either	21	70	127	355

RECOBOXES AND RECONS

Recons were designed to be miniature patrol and reconnaissance devices, but like most machines on Ragol, they've gone haywire. Once a Recobox manufactures them, they spend most of their time floating overhead and dropping bombs. These bombs typically don't explode for a few seconds, but every once in while one has a short fuse, so move away as soon as possible whenever one lands next to you.

Recons intermittently stop dropping bombs to descend on you and attack with their buzzsaws. These can knock over your character and do quite a bit of damage, so stay alert. The good news is that there can only be one Recon for each Recobox in the area. The bad news is that every time you destroy a Recon, a new one will be manufactured to take its place. The only way to cease this never-ending supply of Recons is to destroy the high-HP Recoboxes that produce them. If you're really bored, though, you can sit in front of a Recobox and keep destroying Recons to rack up experience points. Unfortunately, you only receive two EXP per Recon, so it'll take about eight years to gain a single level.

9
HP 468/616
TP 0/0
Lv 85
Moesha
Recon
Attribute:Machine

DOLMOLMS AND DOLMDARLS

Think of these guys as the successors to the basic Booma/Evil Shark/Dimenian enemies—they're fairly slow, they come in packs, and they attack with razor-sharp appendages. The Dolmolms' and Dolmdarls' tentacles have a longer reach than their predecessors' arms, however, and they can swing them fast enough to interrupt a weak-strong-strong combo. In addition, Dolmdarls counter short-range attacks with a force field that renders your character immobile for a few seconds. This is bad enough when you're only battling Dolmolms and Dolmdarls, but if there are any Sinow Zoas or Delbiters about, it can be downright deadly. Therefore, always attack Dolmdarls from long range with a gun or technique. Hunters without either should act as decoys or focus on the other enemies in the room.

32
HP 540/616
TP 0/0
Lv 85
Moesha
Dolmolm
Attribute:A.Beast

SINOW ZOAS

The new Sinows just keep on coming. Zoas are similar to previous models, but as you might expect, they sport a few advancements. First, improved photon camouflage makes them completely invisible to both radar and the naked eye. They become visible just before they attack, but you can spot them sooner via the enemy data box that appears in the lower left-hand corner of your screen, or by looking for their reflections in glass and water. Keep your eyes peeled, because Zoas' punches inflict massive damage and can cause Confusion. Furthermore, Zoas are more likely to attack with their powerful leaping slashes if you're not facing them, so locate any in the room as quickly as you can.

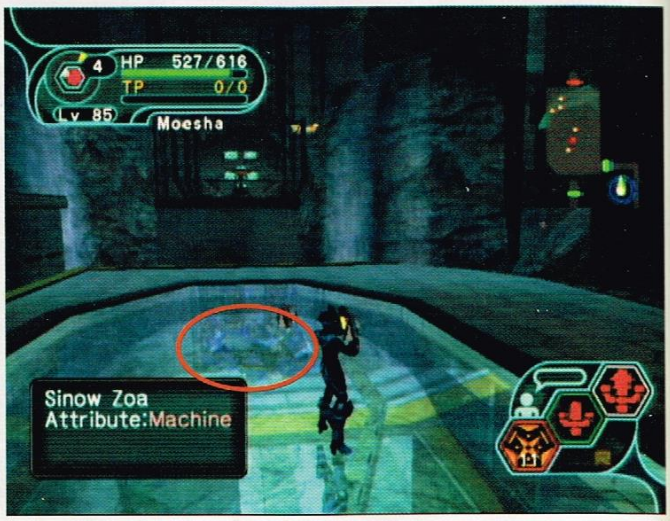
Zoas don't jump back or teleport as often as other Sinows, but when they do, they sometimes fire a freeze attack that's far more dangerous than their predecessors' ring of flame. Fortunately, Zoas usually prefer to walk stubbornly and slowly toward their prey, allowing Rangers and Forces to nail them repeatedly as they approach. Hunters should use the good ol' hit-and-run strategy.

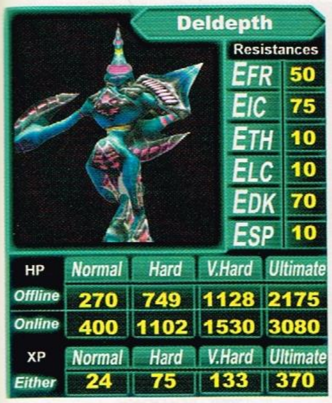
Sinow Zoa

Resistances	
EFR	0
EIC	90
ETH	90
ELC	30
EDK	50
ESP	25

HP	Normal	Hard	V.Hard	Ultimate
Offline	580	1161	1562	2950
Online	662	1464	1910	1910

XP	Normal	Hard	V.Hard	Ultimate
Either	32	88	149	410





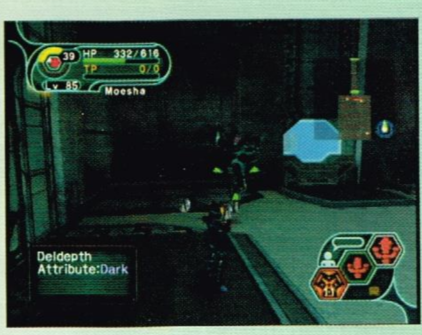
Deldepth	
Resistances	
EFR	50
EIC	75
ETH	10
ELC	10
EDK	70
ESP	10

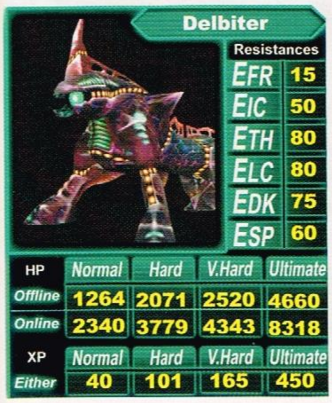
HP	Normal	Hard	V.Hard	Ultimate
Offline	270	749	1128	2175
Online	400	1102	1530	3080

XP	Normal	Hard	V.Hard	Ultimate
Either	24	75	133	370

DELDEPTHS

Deldepths initially materialize as spiked discs that move with remarkable speed. Though they often slam into you repeatedly, your Barrier or Shield almost always blocks the disc, thus preventing you from taking damage. Your primary concern, therefore, is keeping a bead on the discs so you're ready to attack when they transform into humanoid form (it is possible to hit Deldepths in disc form, but not with consistency). At that point, you have about five seconds to strike before the Deldepths attack with an Ice technique. After taking a single hit, a Deldepth transforms back into a spiked disc to repeat the process. Make that one hit the strongest anyone in your party can deliver; for low- to mid-level characters, a Deldepth may still require four or five cycles to dispatch.





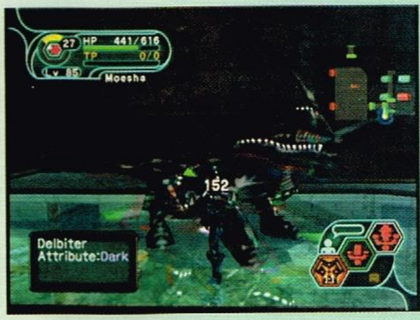
Delbiter	
Resistances	
EFR	15
EIC	50
ETH	80
ELC	80
EDK	75
ESP	60

HP	Normal	Hard	V.Hard	Ultimate
Offline	1264	2071	2520	4660
Online	2340	3779	4343	8318

XP	Normal	Hard	V.Hard	Ultimate
Either	40	101	165	450

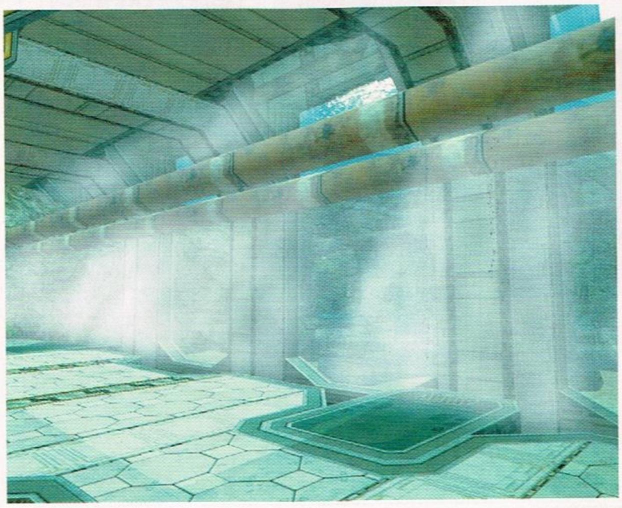
DELBITERS

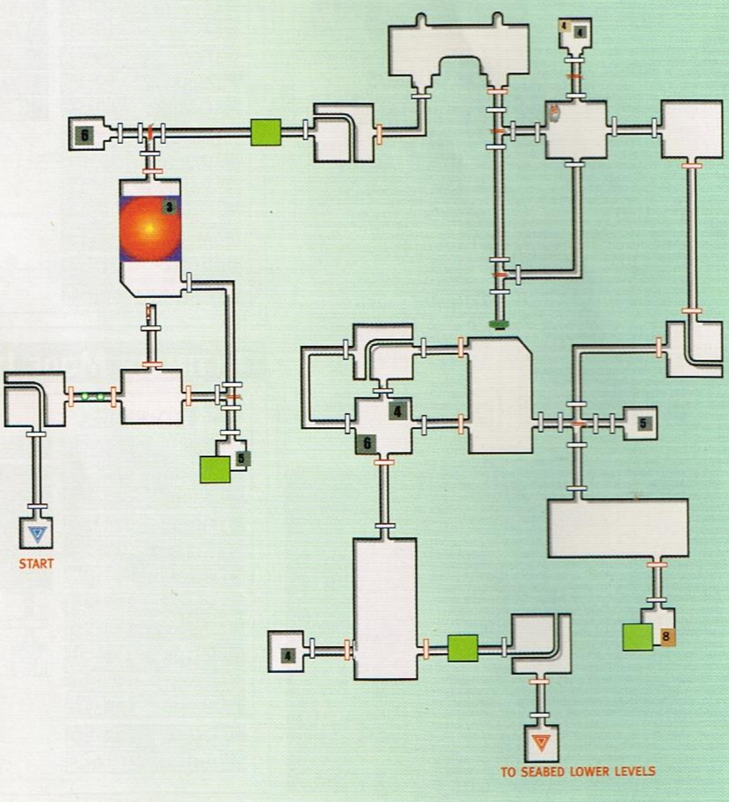
Delbiters are the most dangerous non-boss enemy in the game. They charge at you as soon as they materialize, and since they're invisible at first, you have to rely on the sound of their hooves and your radar to get out of the way; otherwise you'll take massive damage. Hit or miss, the Delbiter becomes visible at the end of its charge. Move in close, and when it rears up on its hind legs to smack you, run to either side of it to attack. If you try to go head-on, the Delbiter will counter your attacks with a powerful laser beam. In addition, the yellow energy field that it emits from time to time can cause Confusion if you're standing in front of it. By attacking the Delbiter's side, you're safe until the huge beast turns to face you again. Dodge its next attack and repeat the process. Don't stray too far away, or the Delbiter will charge again.



MAP DATA

There are a lot of enemies in the poison room, so hit the red switch on your way there. Most of the detours on this map are relatively safe and rewarding, but to reach the eight brown chests to the south, you must defeat two Deldepths and two Sinow Zoas to open the door. What's worse, a Delbiter will be waiting for you on the way out.





EPISODE II

Seabed Lower

AREA

ITEM DATA

NORMAL MODE ITEMS

TOOLS

- MONOMATE
- DIMATE
- TRIMATE
- MONOFLUID
- DIFLUID
- TRIFLUID
- ANTIDOTE
- ANTIPARALYSIS
- SOL ATOMIZER
- MOON ATOMIZER
- STAR ATOMIZER
- TELEPIPE
- TRAP VISION
- MONOGRINDER
- DIGRINDER
- TRIGRINDER
- MATERIAL (MISC.)
- SCAPE DOLL

TECHNIQUES

FOIE	L5-7
BARTA	L5-7
ZONDE	L5-7
GIFOIE	L3-5
GIBARTA	L3-5
GIZONDE	L3-5
RAFOIE	L2-4
RABARTA	L2-4
RAZONDE	L2-4
GRANTS	L1-2
MEGID	L1-2
RESTA	L5-7
ANTI	L2
REVERSER	
SHIFTA	L3-5
DEBAND	L3-5
JELLEN	L3-5
ZALURE	L3-5
RYUKER	

ARMS

- PALLASCH
- GIGUSH
- BLADE
- HALBERT
- SLICER
- CLUB
- POLE
- STAFF
- RAILGUN
- SNIPER
- ASSAULT
- SHOT

GUARDS

- SOLID FRAME
- BRAVE ARMOR
- HYPER FRAME
- GRAND ARMOR
- SHOCK FRAME
- BRAVE BARRIER
- SOLID SHIELD
- FLAME BARRIER
- PLASMA BARRIER
- FREEZE BARRIER

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★☆☆☆☆☆☆☆

55
HP 616/616
TP 0/0
Lv 85
Moesha

HARD MODE ITEMS

TECHNIQUES

FOIE	L11-12
BARTA	L11-12
ZONDE	L11-12
GIFOIE	L9-11
GIBARTA	L9-11
GIZONDE	L9-11
RAFOIE	L7-8
RABARTA	L7-8
RAZONDE	L7-8
GRANTS	L6-8
MEGID	L6-8
RESTA	L11-12
ANTI	L3-4
REVERSER	
SHIFTA	L9-11
DEBAND	L9-11
JELLEN	L9-11
ZALURE	L9-11
RYUKER	

ARMS

- DB'S SABER
- CALIBUR
- RIPPER
- GUNGNIR
- DISKA
- CLUB
- BATTLE VERGE
- FIRE SCEPTER: AGNI
- VARISTA
- LASER
- VULCAN
- ARMS

GUARDS

- DRAGON FRAME
- ABSORB ARMOR
- PROTECT FRAME
- GENERAL ARMOR
- PERFECT FRAME
- GENERAL SHIELD
- PROTECT BARRIER
- GLORIOUS SHIELD
- IMPERIAL BARRIER
- GUARDIAN SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★☆☆☆☆☆

VERY HARD MODE ITEMS

TECHNIQUES

FOIE	L10-15
BARTA	L10-15
ZONDE	L10-15
GIFOIE	L9-15
GIBARTA	L9-15
GIZONDE	L9-15
RAFOIE	L7-12
RABARTA	L7-12
RAZONDE	L7-12
GRANTS	L7-12
MEGID	L7-12
RESTA	L10-15
ANTI	L3-6
REVERSER	
SHIFTA	L9-15
DEBAND	L9-15
JELLEN	L9-15
ZALURE	L9-15
RYUKER	

ARMS

- DB'S SABER
- FLOWEN'S SWORD
- BLADE DANCE
- BRIONAC
- SLICER OF ASSASSIN
- CLUB OF LACONIUM
- STRIKER
- SCEPTER
- VARISTA
- VISK-235W
- M&A60 VISE
- METEOR SMASH

GUARDS

- PERFECT FRAME
- VALIANT FRAME
- IMPERIAL ARMOR
- HOLINESS ARMOR
- GUARDIAN ARMOR
- GUARDIAN SHIELD
- DIVINITY BARRIER
- ULTIMATE SHIELD
- SPIRITUAL SHIELD
- CELESTIAL SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★★★☆☆☆

ULTIMATE MODE ITEMS

TECHNIQUES

FOIE	L22-29
BARTA	L22-29
ZONDE	L22-29
GIFOIE	L22-29
GIBARTA	L22-29
GIZONDE	L22-29
RAFOIE	L22-29
RABARTA	L22-29
RAZONDE	L22-29
GRANTS	L21-30
MEGID	L22-30
RESTA	L22-30
ANTI	L4-7
REVERSER	
SHIFTA	L22-30
DEBAND	L22-30
JELLEN	L22-30
ZALURE	L22-30
RYUKER	

ARMS

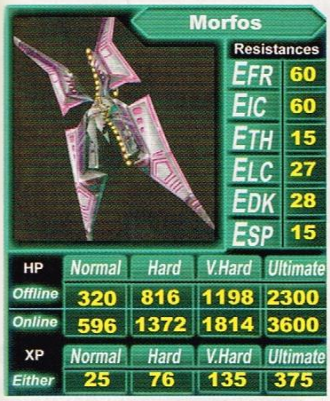
- DB'S SABER
- FLOWEN'S SWORD
- BLADE DANCE
- BRIONAC
- SLICER OF ASSASSIN
- CLUB OF LACONIUM
- STRIKER
- SCEPTER
- VARISTA
- VISK-235W
- M&A60 VISE
- METEOR SMASH

GUARDS

- PERFECT FRAME
- VALIANT FRAME
- IMPERIAL ARMOR
- HOLINESS ARMOR
- GUADIAN ARMOR
- GUADIAN SHIELD
- DIVINITY BARRIER
- ULTIMATE SHIELD
- SPIRITUAL SHIELD
- CELESTIAL SHIELD

AVERAGE LEVEL OF ARMOR "UNITS" IN THIS AREA:

★★★★★★★★☆☆



Morfos

Resistances	
EFR	60
EIC	60
ETH	15
ELC	27
EDK	28
ESP	15

HP	Normal	Hard	V.Hard	Ultimate
Offline	320	816	1198	2300
Online	596	1372	1814	3600

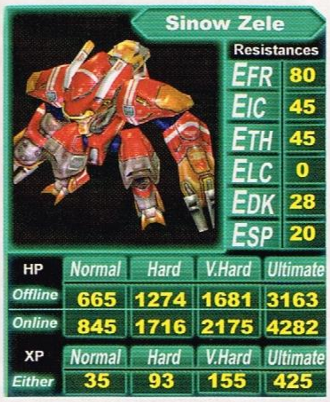
XP	Normal	Hard	V.Hard	Ultimate
Either	25	76	135	375

MORFOS

Morfos don't move very quickly (the in-game analysis refers to them as "floating walls"), but they don't have to since their laser attacks have unlimited range, and their Defense score is the highest in the game. Unless you're above level 25 or so, most of the weapons you've found up to this point won't do much more than 10 points of damage (in Normal mode). If you have any Thunder techniques, use those instead. Even a low-level Zonde cast by a Ranger or Hunter is highly effective. Of course, Androids can't use techniques, so defeating Morfos can take a long time for them in single-player games.

Watch out for the Morfos' feelers if you have to attack from short range. They may be tiny, but they pack a mighty punch. Also, after taking a lot of damage, Morfos erect a force field that makes them susceptible to weapons attacks from behind (i.e., their laser-blasting side). When they're almost dead, they'll drop the force field, start to spin around, and fire their lasers at a much faster rate. Finish them off as quickly as possible.

52 HP 546/616
TP 0/0
Lv 85
Moesha
Morfos
Attribute:Dark



Sinow Zele

Resistances	
EFR	80
EIC	45
ETH	45
ELC	0
EDK	28
ESP	20

HP	Normal	Hard	V.Hard	Ultimate
Offline	665	1274	1681	3163
Online	845	1716	2175	4282

XP	Normal	Hard	V.Hard	Ultimate
Either	35	93	155	425

SINOW ZELES

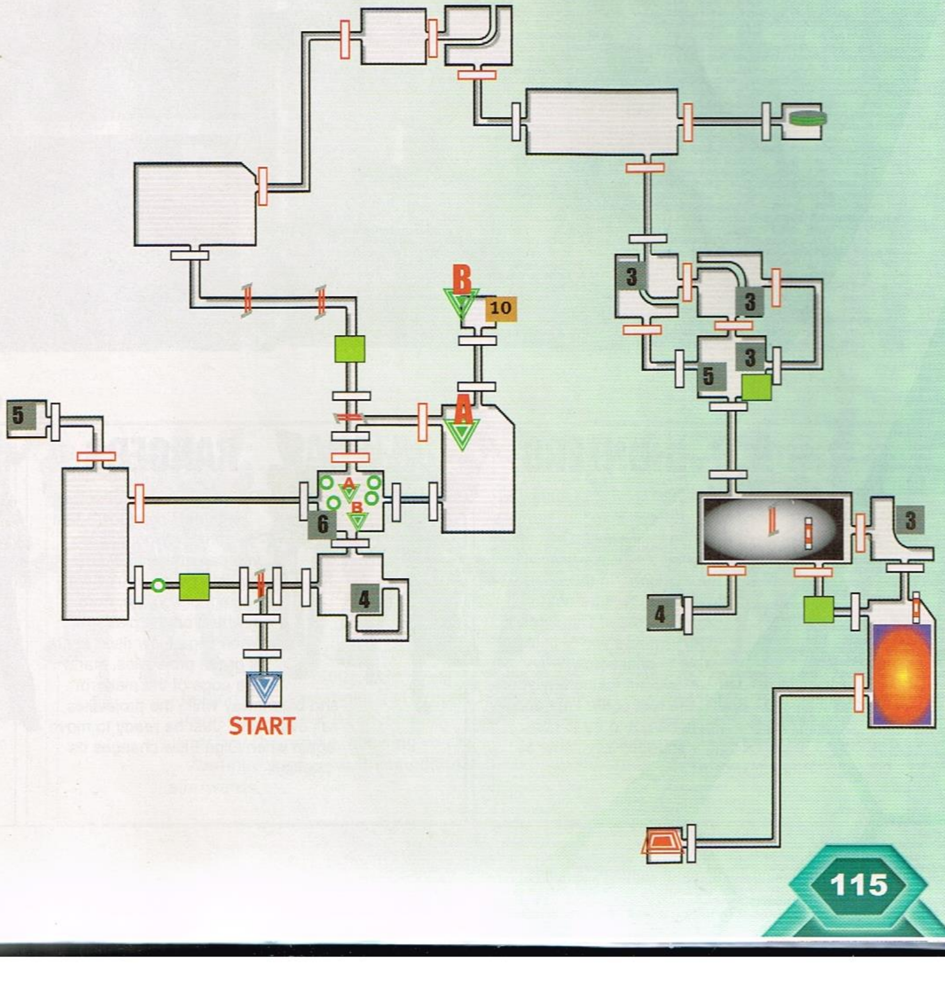
Zeles are the final evolution in the Sinow robot series. They don't have any abilities that you haven't seen before, but they combine all of the best traits of their predecessors. Their punches do massive damage, and like the Spigells' punches, they unequip your weapon. Their photon camouflage is super-resistant, they teleport faster and more often than any other Sinow, and they fire the same freeze attack as the Zoas. With your experience dismantling Sinows, however, you should be able to handle these guys as long as you remain patient and stay alert.

60 HP 572/616
TP 0/0
Lv 85
Moesha
167
Sinow Zele
Attribute:Machine

MAP DATA

The healing rig in the northeastern corner of this map is a godsend after the preceding room full of Sinows and Morfos. Just watch out for the Delbiter that appears on the way back. Speaking of Delbiters...if you have any long-range attack capabilities, you can defeat them from atop the ramps in this area without suffering a scratch. Unfortunately, there isn't always a ramp nearby when you encounter a Delbiter (such is the case with the one mentioned above).

0 HP 616/616
TP 0/0
Lv 85
Moesha
164
Delbiter
Attribute:Dark



Final Boss

BOSS DATA

OLGA FLOW - FIRST FORM

The first of two battles with Episode II's final boss takes place on an elevator platform. As Olga Flow circles the fighting area, you can usually tell which attack it's about to perform by the position of its head relative to the platform (keep in mind that Olga Flow is upside down). At eye level, Olga Flow will slash forward with its huge blade (#1). You can avoid this easily by standing to either side of its right arm; this is the best opportunity for Hunters to attack. When Olga Flow is hovering above the platform, it'll fire a volley of damaging green projectiles from its crossbow (#2). These are much easier to dodge than the Barba Ray's glowing white projectiles, and if you stand close to Olga Flow at the edge of the platform, they'll go right over your head. Rangers and Forces can continue to attack from long range, but traditional Hunters' weapons won't be able to reach. Lastly, when Olga Flow's head is below the platform (#3), it'll sweep its blade horizontally as it circles. Move to the opposite side of the platform to stay out of harm's way.

Olga Flow has two additional attacks that it uses less frequently, but they are every bit as dangerous. When its crossbow hand starts glowing green, it's about to unleash a huge laser (#4). To avoid the blast, closely follow the hand along the edge of the platform—if you try to run away, you'll get nailed. Finally, if Olga Flow moves underneath or above the platform, it'll stab up or down repeatedly with its sword (#5). Watch the radar to track Olga Flow's position, and continue to move in the opposite direction.

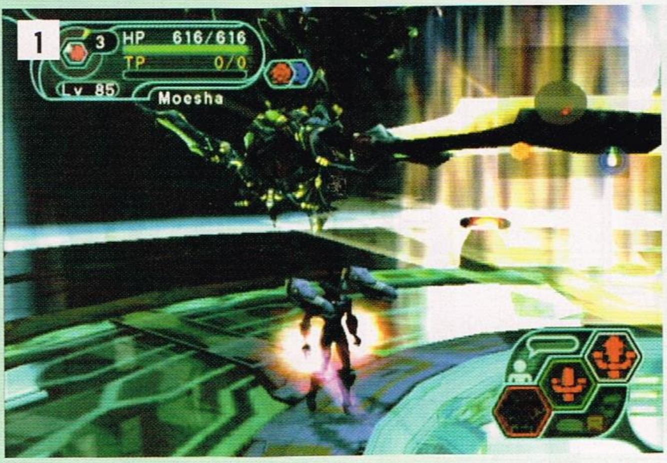
Olga Flow 1

Resistances	
EFR	30
EIC	70
ETH	50
ELC	80
EDK	100
ESP	100

HP	Normal	Hard	V.Hard	Ultimate
Offline	4900	6300	9000	12500
Online	7700	9800	18900	2300

XP	Normal	Hard	V.Hard	Ultimate
Either	0	0	0	0

1



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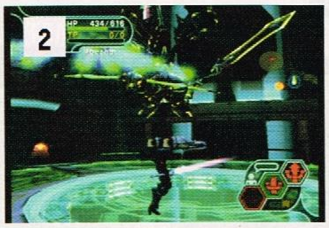

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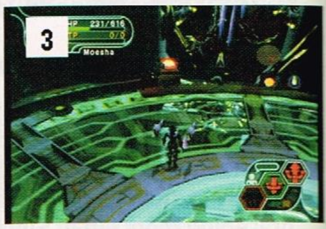

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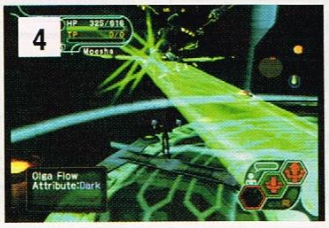

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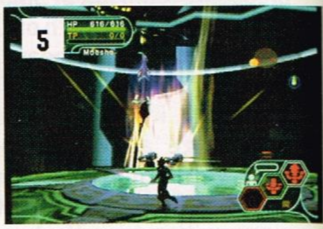
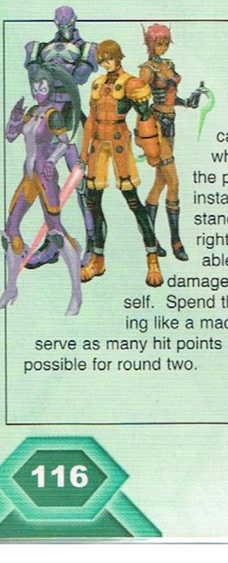




HUNTERS

Unless they're equipped with a Handgun, Hunters can only attack Olga Flow when it's at eye-level with the platform. In those instances, be sure not to stand in front of Olga Flow's right arm and you should be able to deal some heavy damage without taking any yourself. Spend the rest of the time dodging like a madman, and try to conserve as many hit points and recovery items as possible for round two.

RANGERS

Rangers are very effective against Olga Flow's first form. Using a Rifle, you can attack at almost any time (when you're not dodging, of course), from anywhere on the platform. When Olga Flow rises to fire its green projectiles, stand at the edge of the platform and blast away while the projectiles sail overhead. Just be ready to move again when Olga Flow changes its position.

FORCES

Using Fire techniques, Forces can basically follow the same strategy as Rangers. Plain old Foie works particularly well when Olga Flow rises to fire its green projectiles. If you have a good Handgun, though, you may want to use that instead to conserve TP for the next battle (and if you're in a party, for support techniques such as Resta and Shifta).

OLGA FLOW - SECOND FORM

Olga Flow's second form lies motionless on the ground until you come in contact with the luminescent orb fluttering around it (#1). That gives you an opportunity to recover from the previous battle and prepare for round two. When you're ready to rumble, touch the orb, and Olga Flow will stand up and start to walk toward you. Due to its colossal size, you'll only be able to hit its feet, so if you're attacking from short range, you have to be careful not to get flattened. In addition, many of Olga Flow's movements cause large pieces of rubble to fall from the ceiling, and you'll take heavy damage if one lands on top of you.

When Olga Flow pulls back its blade, it's about to unleash a shockwave attack with unlimited range. This attack can go in any direction, so simply running to Olga Flow's side doesn't always work. Instead, stand directly underneath the boss, or better yet, behind a piece of rubble (#2). If you stay close to Olga Flow for too long, it'll start to gather blue energy (#3) for a devastating laser attack. You can run away from this attack, but that requires peaking out from underneath Olga Flow's feet every once in a while to see what it's up to.

As if all that weren't enough, you also have to contend with two snake-like creatures called Gaels. These pains in your proverbial neck set traps (#4) that can cause Confusion, Short, and Frozen. You can kill the Gaels, but they come back to life after about 30 seconds, so it's not really worth the effort.

Olga Flow 2

Resistances	
EFR	90
EIC	90
ETH	90
ELC	45
EDK	100
ESP	100

HP	Normal	Hard	V.Hard	Ultimate
Offline	6500	8100	10000	16000
Online	8500	12000	21000	27000

XP	Normal	Hard	V.Hard	Ultimate
Either	2700	5900	11100	36000

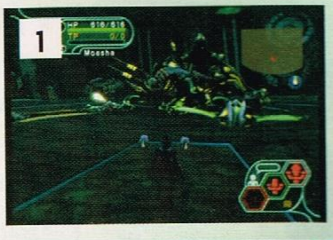
Gael

Resistances	
EFR	39
EIC	77
ETH	77
ELC	77
EDK	100
ESP	100

HP	Normal	Hard	V.Hard	Ultimate
Offline	490	830	1111	1500
Online	750	900	1450	1890

XP	Normal	Hard	V.Hard	Ultimate
Either	0	0	0	0

1



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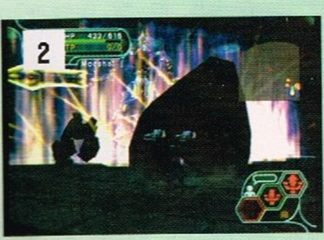

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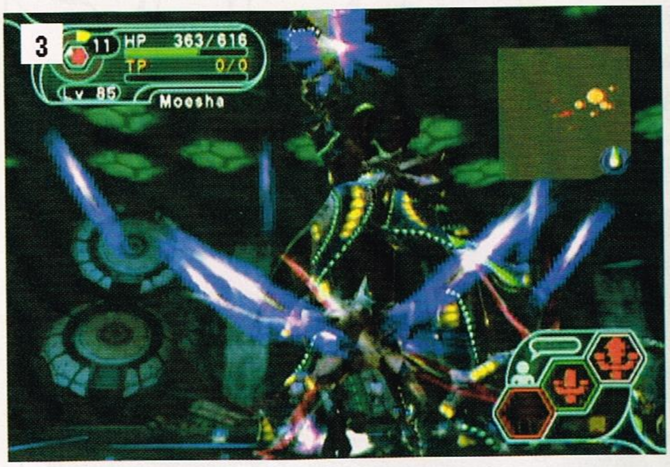

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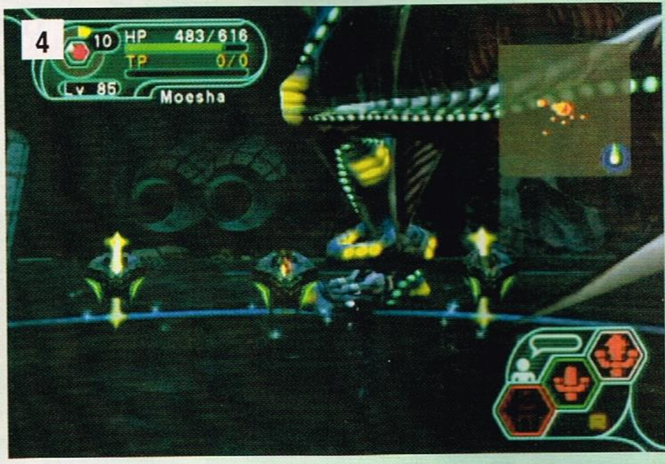


HUNTERS

Hunters are good against Olga Flow as long as they're careful not to get trampled. Since they have to attack from underneath the boss, they also need to be keenly aware of what it's doing at all times so as not to get caught by that deadly laser attack. Hunters who do these things and have Resta can pretty much handle Olga Flow by themselves.

RANGERS

Rangers who attack with a Rifle and keep their distance only have to worry about Olga Flow's shockwave attack and the Gaels. The Gaels aren't too big of a concern, but when you see Olga Flow pull back its blade, take cover behind the nearest piece of rubble. The shockwave will conveniently destroy the rubble, allowing you to continue your assault immediately afterwards.

FORCES

With their weak defense, Forces have a bit of a hard time against Olga Flow's second form. Grants does a fair amount of damage, but you should focus on avoiding Olga Flow's attacks (they can kill low- to mid-level Forces instantly) and supporting the rest of your party. You can put those TP to better use with Shifta, Resta, and Reverser.

PART IV

HUNTER'S GUILD QUESTS

MAPS AND COMPREHENSIVE STRATEGY

The Hunter's Guild Quests

1. Battle Training
2. Claiming a Stake
3. Magnitude of Metal
4. The Value of Money
5. Journalistic Pursuit
6. The Fake in Yellow
7. Native Research
8. Forest of Sorrow
9. Gran Squall
10. Addicting Food
11. The Lost Bride
12. Waterfall Tears
13. Black Paper
14. Secret Delivery
15. Soul of a Blacksmith
16. Letter From Lionel
17. The Grave's Butler
18. Knowing One's Heart
19. The Retired Hunter
20. Dr. Osto's Research
21. Unsealed Door
22. Soul of Steel
23. Doc's Secret Plan
24. Seek My Master
25. From the Depths

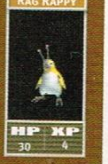
Quest Data Bar

This box reveals the name of each quest, the game description, the client, and the reward. On the right are the prerequisites that must be completed to make the quest appear, and our suggestion for what level characters it is appropriate for.

Tier 2
Battle training
Forest 1 Map
◆ Meet Your New Partner
◆ Exploit Kireek for Easy XP
◆ Find Ash and the Data Disk

Monster Data

At the bottom of the page is a list of enemies that appear in the quest, along with their Normal mode Hit Points and Experience Points.

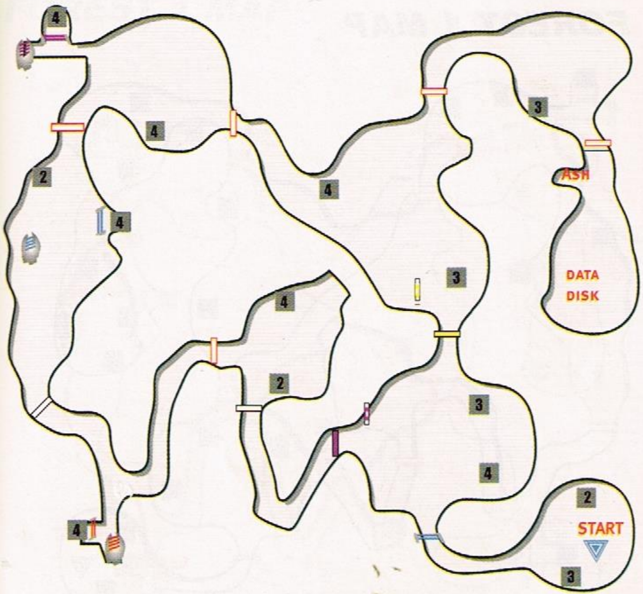

Rag Rappy
HP
XP
30
4

TIER 1

Battle Training

QUEST	*"Please find a hunter and bring him back, He went down to Ragol for a quest."*	**CLIENT**	*Zidd*	**PREREQUISITES**	*None (Initially selectable)*
		REWARD	*500 Meseta*	**RECOMMENDED LEVEL**	*1-3 (Normal)*

FOREST 1 MAP


4
2
4
4
4
3
ASH
3
DATA DISK
4
2
3
3
4
2
START
4
3

FIND ASH AND THE DATA DISK

HP 21/44
TP 5/117
Lv 4 Loris
Lv 30 KIREEK

You'll find Ash as labeled on the map, but your quest isn't over until you grab the data disk a few feet away. A pack of Savage Wolves will attack when you get near it, so be ready. After grabbing the disk, talk to Ash, then Kireek. Take the Telepipe back to town where you can claim the reward.

MEET YOUR NEW PARTNER

HP 44/44
TP 111/111
Lv 4
Lv 30
He's Kireek, your partner for this quest. He is a HUcast.

Your client will ask you to team up with a partner, a HUcast named Kireek. You need to meet him near the doorway in the Hunter's Guild, and have him follow you back to the client before you can begin the quest.

EXPLOIT KIREEK FOR EASY EXP

HP 34/44
TP 0/0
Lv 36 KIREEK
Mothmant Attribute:Native

HP 52/52
TP 0/0
Lv 2 Lepur
Lv 36 KIREEK
Booma Attribute:Native

At level 36, Kireek can kill just about anything you'll face with one hit. It's tempting to hide behind him and let him do all the dirty work, but you won't get any EXP that way. Try to hit each enemy at least once (it doesn't matter how little damage you do) so you can get at least 75 percent of the EXP bonus when Kireek flicks his wrist and severs their spinal cord. You'll get 100 percent of the EXP if you deal the final blow. As you fight, he'll give you little tips about the battle system, so pay attention if you're still hazy on the basics of combat.

BATTLE TRAINING: MONSTER DATA

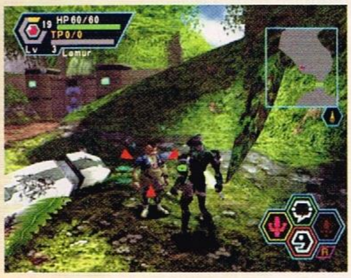
BOOMA	GOBOOMA		RAG RAPPY	SAVAGE WOLF	BARB. WOLF	MONEST	
HP 60	HP 30		HP 30	HP 45	HP 65	HP 300	
XP 6	XP 10		XP 4	XP 5	XP 7	XP 6	

TIER 1

Claiming a Stake

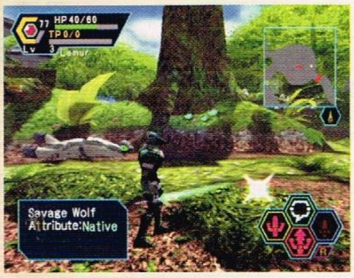
QUEST	"My father, Racton, has gone to claim land on Ragol. Find him."	CLIENT	Racton's son	PREREQUISITES	None (Initially selectable)
		REWARD	700 Meseta	RECOMMENDED LEVEL	2-4 (Normal)

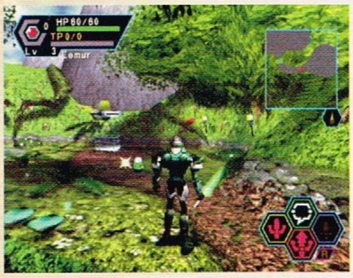
Talk to Racton First


HP 60/60
TP 0/0
Lv 3
Lemur

At least your client's ornery father is easy to find: Just head north from the starting point, and you'll find him hiding behind a crashed rocket. But he won't come back with you until you recover the capsules he had used to stake his claim.

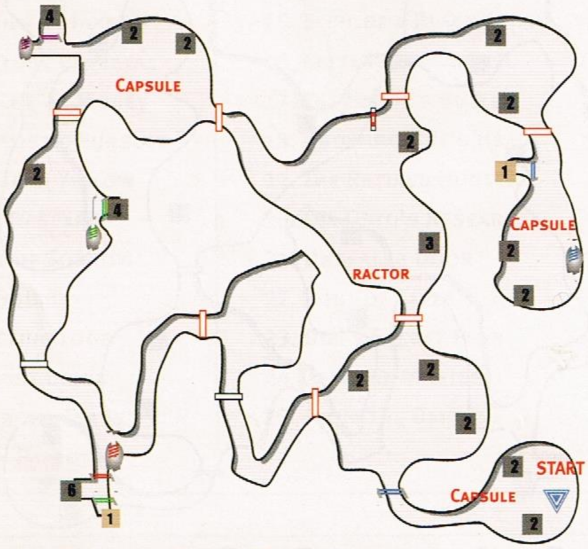
Locate the Three Capsules


HP 40/60
TP 0/0
Lv 3
Lemur
Savage Wolf
Attribute:Native

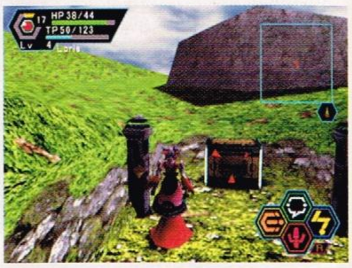

HP 60/60
TP 0/0
Lv 3
Lemur

You'll need to continue north through the area where you found Racton, looping around to the dead end in the northeast. There you'll find a pack of angry Boomas and the first Capsule. Capsule #2 is just west of here, but the other door in Racton's area is locked, so you'll have to loop all the way around from the southwest to get there. There's no NPC ally to aid you, but the enemies are fairly easy. The final Capsule is back near the teleporter to Pioneer 2. Bring all three to Racton and he'll Telepipe back to town, where your reward awaits.

FOREST 1 MAP


CAPSULE
CAPSULE
RACTOR
START
CAPSULE
4
2
2
2
2
2
1
2
2
4
3
2
2
2
2
2
2
6
1
2
2

Pick up Some New Armor


HP 38/44
TP 50/123
Lv 4

As you do the loop to Capsule #2, don't miss the brown chest in the little nook in the southwest corner (you'll find the terminal that clears the laser barrier right besides it). Unlike grey chests, the contents of brown chests are pretty much fixed. This one always contains Armor or a Frame.

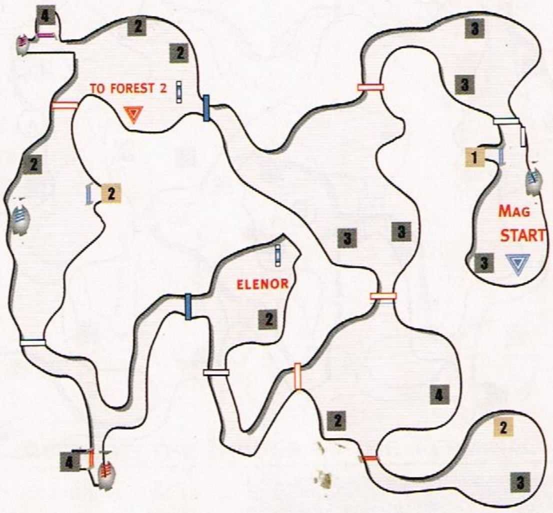
Claiming a Stake: Monster Data

Booma	Gobooma		Rag Rappy	Savage Wolf		Monest	
HP 60	HP 85		HP 30	HP 45		HP 300	
XP 5	XP 6		XP 4	XP 5		XP 6	

Magnitude of Metal

QUEST	CLIENT	REWARD	PREREQUISITES	RECOMMENDED LEVEL
"Retrieve items that were stolen on a trip back from Ragol."	Garon, trader	500 Meseta	None (Initially selectable)	1-3 (Normal)

FOREST 1 MAP


4
2
2
TO FOREST 2
3
3
2
1
2
MAG
START
3
3
3
ELENOR
2
4
2
2
4
3

BACKTRACK AND FIND THE LOST MAG

As you make the loop, Elenor will give you tips on raising and using Mags. But your ultimate goal, the lost Mag, is back at the beginning by the teleporter (funny how you missed that on the way in). Grab it, and then say farewell to Elenor... For the time being.

HP 52/52
TP 0/0
Lv 12
ELENOR

BATTLE ENEMIES SOLO

You only get a partner for the latter half of this quest, but that shouldn't be much of a problem for even low-level characters since the enemies in this quest are limited to Boomas, Rappies, and Savage Wolves. Grab some EXP and learn to fight solo!

HP 42/52
TP 0/0
Booma
Attribute:Native

FIND ELENOR AND FORM A PARTY

You'll find Elenor, the android associated with the missing Mags, at the point shown on the map. Tell her you're looking for them too, and she'll join up to help you search. Elenor isn't as tough as Kireek, but at level 12 she can put up a good fight. Since she uses a Rifle, you won't get any EXP from hiding behind her unless you're using a ranged weapon yourself. If you want your fair share of the EXP, be aggressive and stay on the front lines where you can connect.

No, I haven't. I'm looking for it.

HP 25/52
TP 0/0
Lv 12
Booma
Attribute:Native

MAGNITUDE OF METAL: MONSTER DATA

BOOMA			RAG RAPPY	SAVAGE WOLF			
HP 60 XP 5			HP 30 XP 4	HP 45 XP 5			

The Fake in Yellow

QUEST	"Dr. Guls, a biologist who's crazy about Ragol's native life, is missing. Find him."	**CLIENT**	Guls' assistant	**PREREQUISITES**	Clear all Tier 1 quests
		REWARD	800 Meseta	**RECOMMENDED LEVEL**	3-5 (Normal)

BATTLE THE RAPPY MENACE

HP 31/55
TP 88/150
Lv 6
Rag Rappy
Attribute:Native

HP 45/60
TP 0/0
Rag Rappy
Attribute:Native

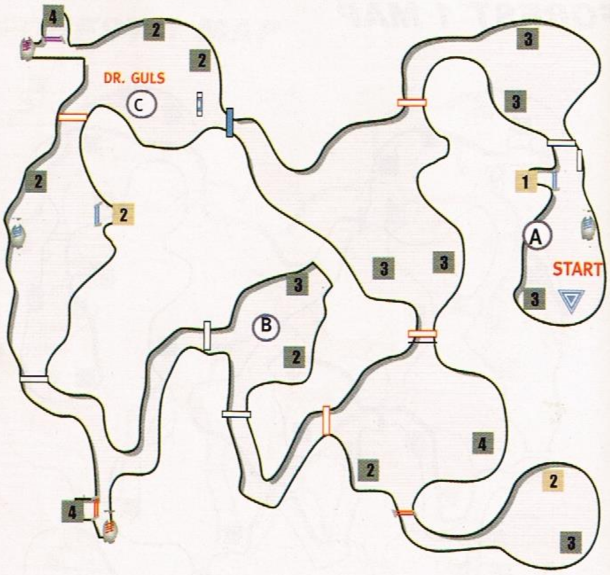
It's the "all-Rappy, all-the-time channel" in Forest 1 today, but that doesn't mean that it'll be easy. Two or three Rappies are a snap, but ten can be a massacre if you're not careful. Forces who can do 30+ damage with a fireball will be fine with just Foie, but weaker Forces will want to line them all up and use Barta. Rangers should carefully pick them off from the sidelines and run to the exits when threatened. Hunters have no choice but to wade into the fray, so bring a ton of Monomate if you're at level 4 or less.

FOLLOW THE MYSTERY RAPPY

It's hairy, soft, cute, so lovely and pretty...!

As soon as you step off the teleporter from Pioneer 2, you'll notice a Rappy wandering around. You can't hurt it, but you can talk to it, which makes it run away. When you catch it again at Point B, it will run off to Point C. Talk to it there three times to complete the quest.

FOREST 1 MAP



FIND THE LOST CHAO

Unless you're interested in obtaining a PSO-exclusive Chao for Sonic Adventure 2: Battle and Sonic Advance 1 & 2. If that's the case, return to Pioneer 2 and speak to the client, but instead of collecting your reward at the counter afterwards, go back to Forest 1. In the area where you spoke to Dr. Guls (Point C), you'll see three Rag Rappies staring at a point on the wall. Walk to that point, and the lost Chao will reveal itself and give you the Key Item Chao's Mini Garden. Return to Pioneer 2 again, and you'll find a giant Game Boy Advance terminal near the Hunter's Guild, where you can download the new Chao onto your GBA via a link cable.

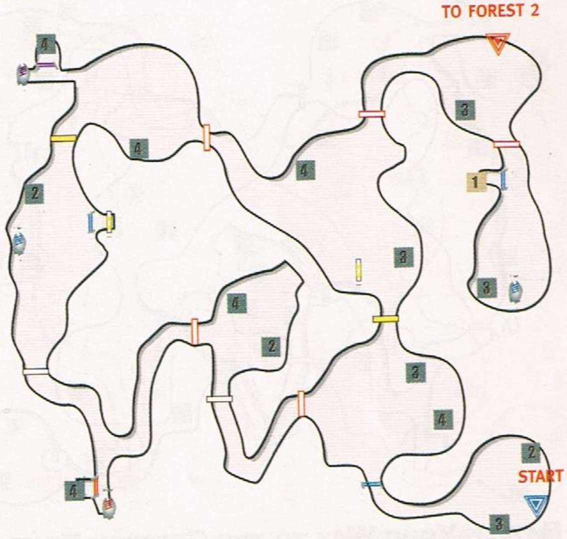
THE FAKE IN YELLOW: MONSTER DATA

			Rag Rappy				
			HP 30 XP 4				

Journalistic Pursuit

QUEST	"It's my duty to report what's on Ragol. Take me with you."	**CLIENT**	Nol, journalist	**PREREQUISITES**	Clear all Tier 1 quests
		REWARD	1,200 Meseta	**RECOMMENDED LEVEL**	3-6 (Normal)

FOREST 1 MAP



ACTIVATE THE BRIDGE TO THE TERMINAL

HP 48/48
TP 107/135
Loris
NOL

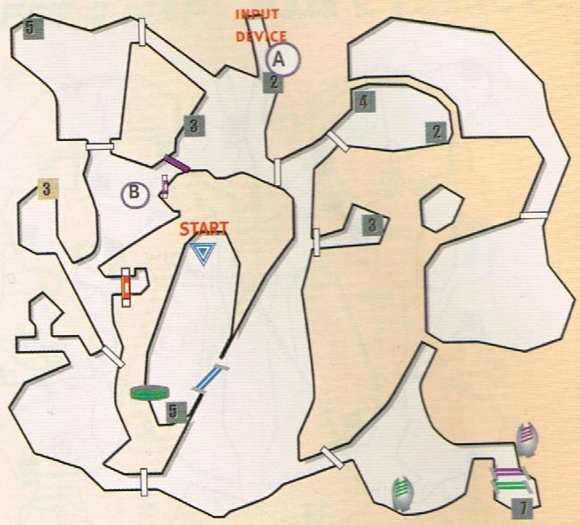
There's nothing to do in Forest 1 except fight your way clockwise around the loop until you get to the teleporter. That will take you to the center island in Forest 2 where you'll find a handy healing rig and, just outside, a bunch of tough enemies. Loop counter-clockwise until you pass the input device at Point A, which will interest Nol deeply. To fix the bridge, you'll have to continue on to the red switch at Point B. Hit that and head to the computer to complete your quest.

PROTECT NOL

HP 49/49
TP 116/138
Loris
NOL
Hildebear
Attribute:Native

Nol isn't kidding when she says she doesn't know how to fight. She'll use Monomates to heal herself in response to strong attacks, but if she takes a hit that's strong enough to knock her down, she might forget (so be particularly vigiliant in protecting her from the Hildebear at Point B). If she does get smacked and forgets to heal, you'll need to do it yourself with a high level Resta spell or drag her into Forest 2's healing device.

FOREST 2 MAP



JOURNALISTIC PURSUIT: MONSTER DATA

BOOMA	GOBOOMA	GIGOBOOMA	RAG RAPPY	SAVAGE WOLF	BARB. WOLF	MONEST	HILDEBEAR
HP 60	HP 85	HP 110	HP 30	HP 5	HP 65	HP 300	HP 180
XP 5	XP 6	XP 7	XP 4	XP 45	XP 7	XP 6	XP 10

Gran Squall

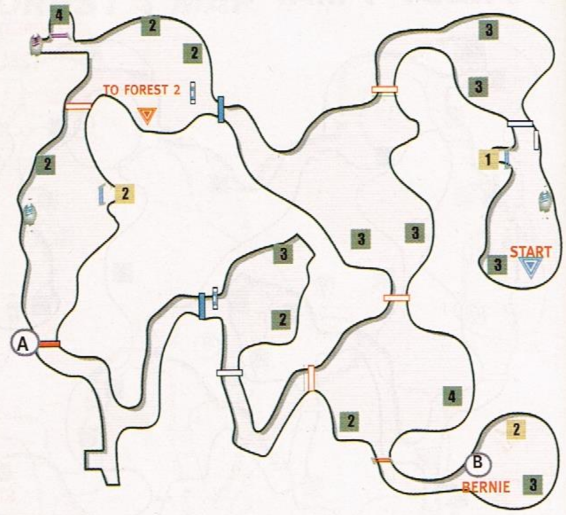
QUEST	"The pleasure boat, Gran Squall, is lost. Find the survivors."	**CLIENT**	Travel Agency	**PREREQUISITES**	Clear all Tier 1 quests
		REWARD	1,000 Meseta	**RECOMMENDED LEVEL**	3-6 (Normal)

ENLIST BERNIE'S HELP IN FOREST 1

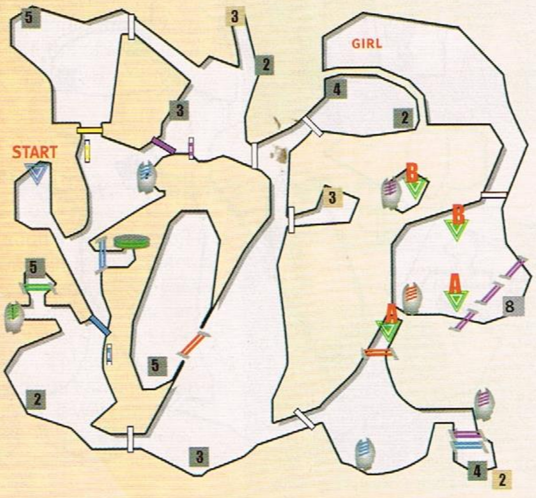
Do you really believe the story about the pleasure boat?

You won't get far in this quest without help: The door at Point A is locked, and only an NPC named Bernie can open it. To enlist his aid, head to Point B and when he asks you a question, tell him "Yes." He'll join up, and you can fight your way to the Forest 2 teleporter together. Ignore the other Hunters that are milling about–they won't join up and have no useful information.

FOREST 1 MAP


TO FOREST 2
START
A
B
BERNIE

FOREST 2 MAP


GIRL
START
A
B

BATTLE YOUR WAY TO THE CENTRAL DOME

HP 41/55
TP 49/150
Lv 8
Loris
Lv 16
BERNIE
It shows that her signal is coming in this direction.

Forest 2 is rough, but Bernie is a powerful ally. His Flame Thrower is slow but deadly, so EXP seekers should try to hit all the enemies first. Your goal is atop the Central Dome, where the Boss Warp usually is. Be healed and ready before you warp up there, though, since strong opposition (three Monests, ten Boomas, four Wolves, and two Hildebears) await. Weaker characters and Forces should hide behind Bernie and stick with ranged attacks and spells. After Bernie finds the survivor, warp back and collect your reward.

GRAN SQUALL: MONSTER DATA

BOOMA		GOBOOMA		GIGOBOOMA		RAG RAPPY		SAVAGE WOLF		BARB. WOLF		MONEST		HILDEBEAR	
HP	XP	HP	XP	HP	XP	HP	XP	HP	XP	HP	XP	HP	XP	HP	XP
60	5	85	6	110	7	30	4	45	5	65	7	300	6	180	10

Native Research

QUEST "To help our study, collect data on native animals on Ragol."

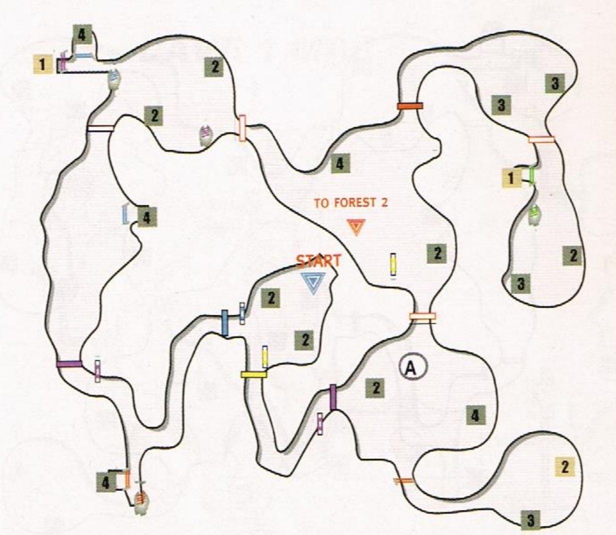
CLIENT Alicia

REWARD 2,500 Meseta

PREREQUISITES Clear all Tier 1 quests

RECOMMENDED LEVEL 4-8 (Normal)

FOREST 1 MAP

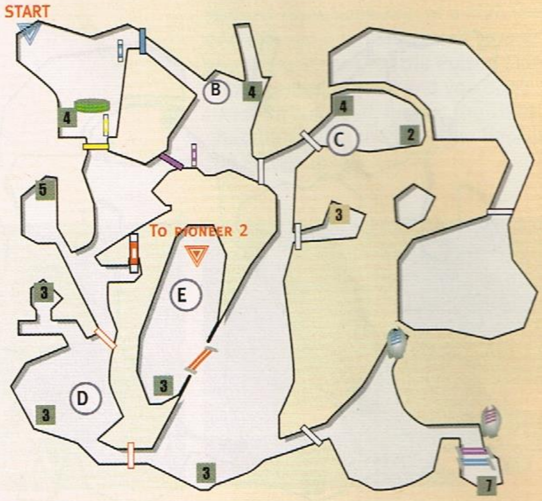


A
B
C
D
E
HP 71/92
TP 0/0
0'16"34
HP 40/92
0'13"30
HP 31/92
0'12"13
HP 48/92
Lemur
Rag Rappy
Attribute:Native

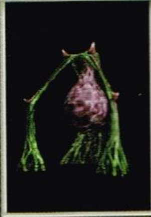
KILL FIVE ENEMY TYPES IN 20 MINUTES

Client Alicia Baz will give you 20 minutes to kill five different enemies on the surface: Boomas, Wolves, Monests, Rappies, and Hildebears. But it won't be as easy as it sounds–to get the data you have to kill all of the enemies in a single area, and there are usually three or four waves per enemy type. That won't leave much time to waste, so it's important to take the right route and eliminate any redundancies. From the start, go straight to the teleporter, passing only the army of Boomas on the way. Warp to Forest 2, and head southeast to kill the wolves. A quick detour further east will reveal a Monest. Then head down to the main clearing, where you'll have to kill another pack of Boomas to unlock the doors. From that large clearing, you can head west to fight the Hildebears or southwest to fight the Rappies. One warning: after you kill the first wave of Rappies, you may need to leave through the north door to make the second wave appear.

FOREST 2 MAP



NATIVE RESEARCH: MONSTER DATA

BOOMA	GOBOOMA	GIGOBOOMA	RAG RAPPY	SAVAGE WOLF	BARB. WOLF	MONEST	HILDEBEAR
							
HP 60	HP 85	HP 110	HP 30	HP 45	HP 65	HP 300	HP 180
XP 5	XP 6	XP 7	XP 4	XP 5	XP 7	XP 6	XP 10

TIER 2

Forest of Sorrow

QUEST	"I don't believe the results taken from the data capsules. I want to go see for myself."	**CLIENT**	Alicia	**PREREQUISITES**	Clear all Tier 1 quests, "Native Research"
		REWARD	1,500 Meseta	**RECOMMENDED LEVEL**	5-8 (Normal)

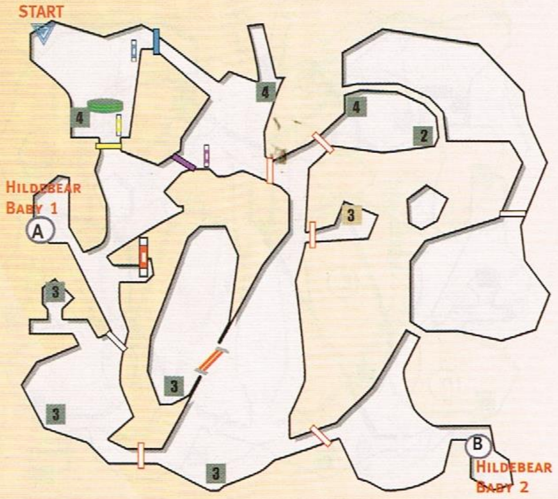
STALK THE BABY HILDEBEAR WITH ALICIA

HP 41/55
TP 49/150
Lv 9 Loris
Lv 10
BERNIE

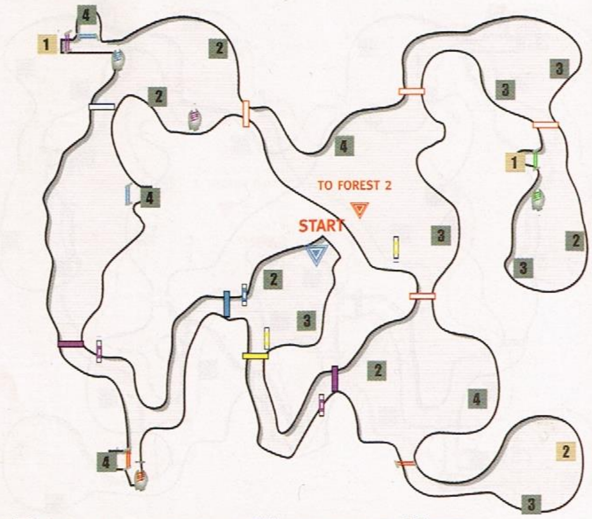
It shows that her signal is coming in this direction.

At level 10, Alicia has some decent spells (Barta, Resta, and the occasional Gibarta), but is a constant liability in this tough area. Hunters and Rangers should stay in front to protect her, but Forces will need powerful spells and an emergency escape hatch (like a Telepipe or Ryuker on your command bar) for when Alicia is badly wounded. Your first goal is Point A in Forest 2, where you'll find a Baby Hildebear. It will disappear when you approach it, so you'll need to follow it to Point B to complete this quest.

FOREST 2 MAP



FOREST 1 MAP



PREPARE FOR THE HILDEBEAR HERD

HP 45/65
TP 163/175
Lv 8 Loris
Lv 10
ALICIA

Hildebear
Attribute:Native

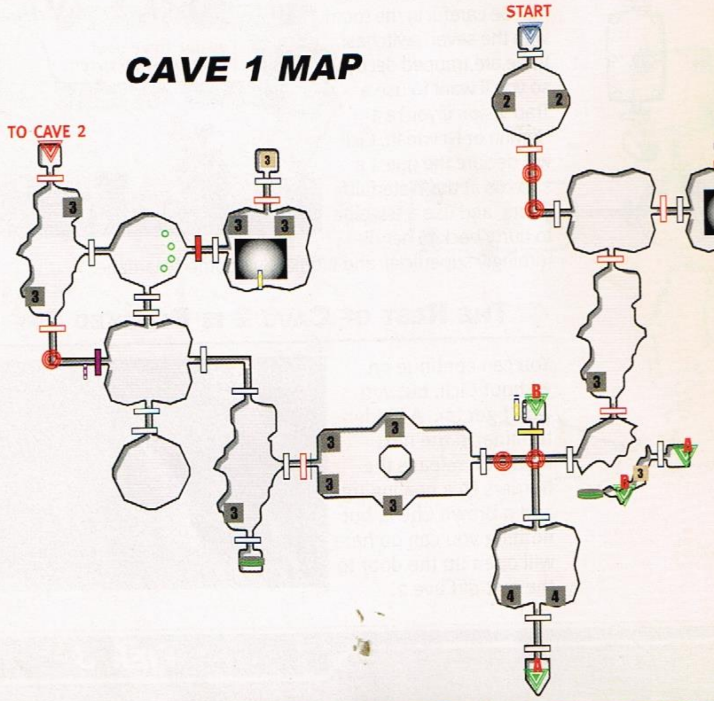
Getting to Point B, however, won't be easy. After two rooms in a row with at least a pair of Hildebears each, your destination is itself guarded by six or seven of the angry beasts (they only attack two at a time, mercifully). Make sure you're at your fighting prime, and make protecting Alicia your priority. Split them up if you have to, but never let Alicia get surrounded. You'll find the "HIldebaby" just past the herd, and after debating whether or not to bring it to Pioneer 2 (what you say makes no difference), Alicia will end the quest.

FOREST OF SORROW: MONSTER DATA

	BOOMA	GOBOOMA	GIGOBOOMA	RAG RAPPY	SAVAGE WOLF	BARB. WOLF	MONEST	HILDEBEAR
HP	60	85	110	30	45	65	300	180
XP	5	6	7	4	5	7	6	10

The Lost Bride

QUEST	"I'm too fat to go back to my fiancé. Please help me diet!"	**CLIENT**	Cicil, Force	**PREREQUISITES**	Clear all Tier 1 quests, beat the Dragon
		REWARD	2,500 Meseta	**RECOMMENDED LEVEL**	7-10 (Normal)


CAVE 1 MAP
START
TO CAVE 2
2
2
3
3
3
3
3
3
3
3
3
3
3
3
3
4
4
A
B

ESCORT CICIL

At level 13, Cicil isn't in any immediate danger of dying. But her crash weight-loss diet won't allow for many recovery items, so you need to protect her carefully. Fortunately, she can use a number of healing items without losing the quest, and you can always heal her by dragging her into a healing rig or casting a higher level Resta. Cave 1 is fairly simple if you quickly eliminate major dangers like Nano Dragons. Take the Warp A detour if you can, since there's a trio of weapon-filled brown boxes that way.

USING CICIL

Cicil specializes in Barta, an Ice technique that isn't too useful in her hands. But she does have Anti at a high level, and will use it to cure you or herself if you get poisoned by the Poison Lilies. If she gets paralyzed and you don't have Anti yourself, just let the Lilies shoot her again to toggle her back to the Poison condition.

HP 65/89
TP 66/241
Lv 13
Loris
Lv 13
CICIL
Poison Lily
Attribute:A.Beast

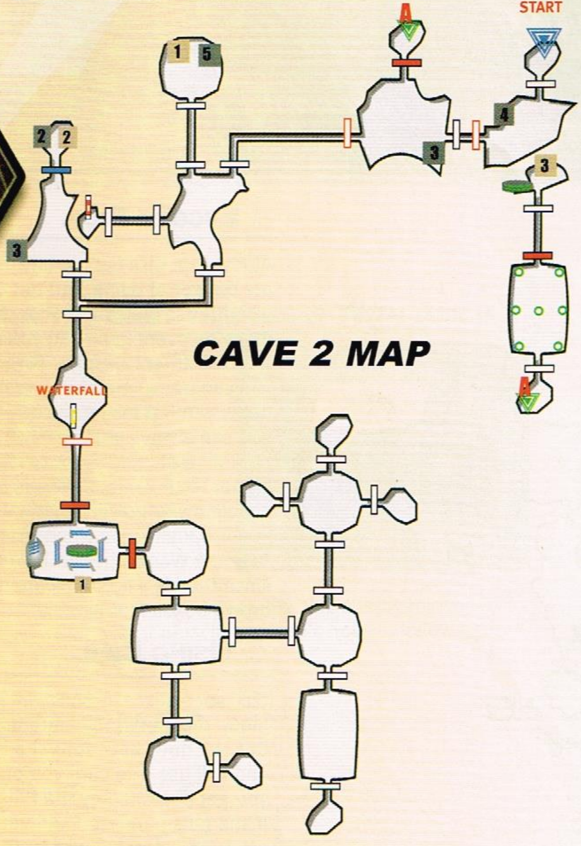
HP 74/89
TP 227/241
Lv 13
Loris
Lv 13
CICIL
Nano Dragon
Attribute:A.Beast

HP 65/89
TP 61/241
Lv 13
Loris
Lv 13
CICIL

THE LOST BRIDE: MONSTER DATA

EVIL SHARK		PAL SHARK		GUIL SHARK		POISON LILY		G. ASSASSIN		N. DRAGON	
HP	XP	HP	XP	HP	XP	HP	XP	HP	XP	HP	XP
85	10	100	11	130	14	70	10	140	17	200	15

THE LOST BRIDE (CONT.)


START
A
1
5
2
2
3
4
3
3
3
A
WATERFALL
CAVE 2 MAP
1

SEARCH FOR THE WATERFALL ROOM

HP 89/89
TP 36/241
Lv 13 Loris
Lv 13
CICIL

I've got to go now!
I have to weigh myself.

You don't have too far to travel in Cave 2, since this quest will end at the Waterfall room in the center of the map. But the enemies can be fairly intense, so if Cicil is taking a beating you'll want to take the Warp A detour to get access to the healing rig. Be careful in the room with the seven switches: three are trapped decoys, so you'll want to use a Trap Vision if you're a Human or Newman. Cicil will declare the quest a success at the Waterfall Room, and use a Telepipe to hurry back to her disturbingly superficial and ultimately doomed marriage.

THE REST OF CAVE 2 IS BLOCKED OFF

HP 89/89
TP 98/241
Lv 13 Loris

You can continue on without Cicil, but you won't get far. A hidden terminal in the next room will release the barriers to a healing rig and a Brown Chest, but nothing you can do here will open up the door to the rest of Cave 2.

TIER 3

The Value of Money

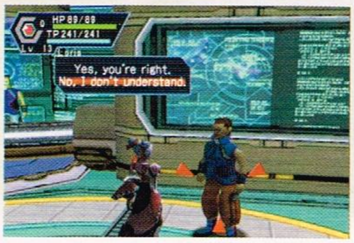
QUEST	"I want my husband to stop wasting money. He buys too many weapons."	**PREREQUISITES**	Clear all Tier 1 quests, beat the Dragon
CLIENT	Gizel's Wife	**RECOMMENDED LEVEL**	Any Level
REWARD	300 Meseta		

HELP RESOLVE A MARITAL DISPUTE

This bizarre little quest takes place entirely in Pioneer 2. All you do is act as an intermediary in a marital dispute, talking in turn to the client and her husband. You'll find the husband in the Shopping District, and you'll need to respond to his first statement with "No, I don't understand." When he asks why, go straight for the sucker punch with "Because you're a fool." If you hit the wrong answer, you'll need to head back to the wife for a pep talk that will reset the conversation. After correctly responding to both of the husband's questions, you'll need to report back to the wife. She'll lay down the law, and you'll need to go relay the edict to her husband. When that's done, you can return to the Hunter's Guild to collect your reward. That is, unless you're doing the Weapons Emblem subplot (which begins during the Secret Delivery quest, covered on the next page). If so, you'll need to find and speak to the Weapons member who is wandering around outside of the Principal's teleporter. Talk to him to get your second emblem.

HP 89/89
TP 241/241
Lv 13 Loris
My husband? He may be at the shop, browsing for weapons again.

HP 89/89
TP 241/241
New weapons are so beautiful and shiny. I love buying them.

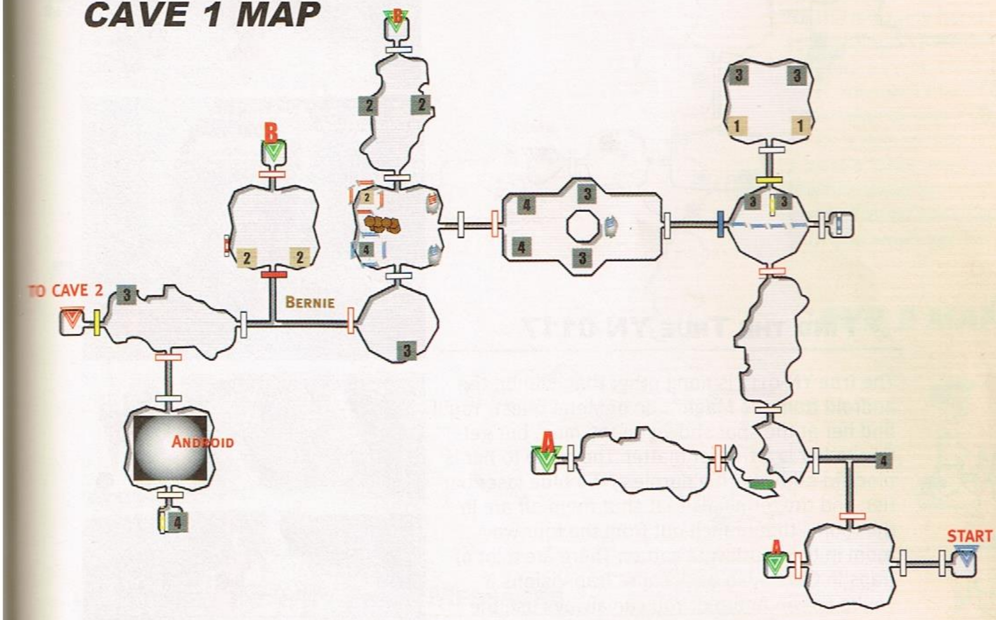

HP 89/89
TP 241/241
Lv 13 Loris
Yes, you're right.
No, I don't understand.

HP 84/84
TP 0/0
Oh, that emblem... Are you a "WEAPONS," too?

Secret Delivery

QUEST	CLIENT	REWARD	PREREQUISITES	RECOMMENDED LEVEL
"I want this package to be dropped off on Ragol, underground, immediately."	Simons	4,500 Meseta	Clear all Tier 1 quests, beat the Dragon	7-10 (Normal)

CAVE 1 MAP



Caves 2 Action

To complete this mission, you'll have to deliver a package to an android waiting in Cave 2. You have 45 minutes to do it, which is a little tight. But if you're feeling confident, you can take a lucrative detour by hitting the terminal (shown below, A) to unlock two rooms full of items in the east. You can also catch up with good ol' Bernie at the point shown on the map.

Beware the Other Androids

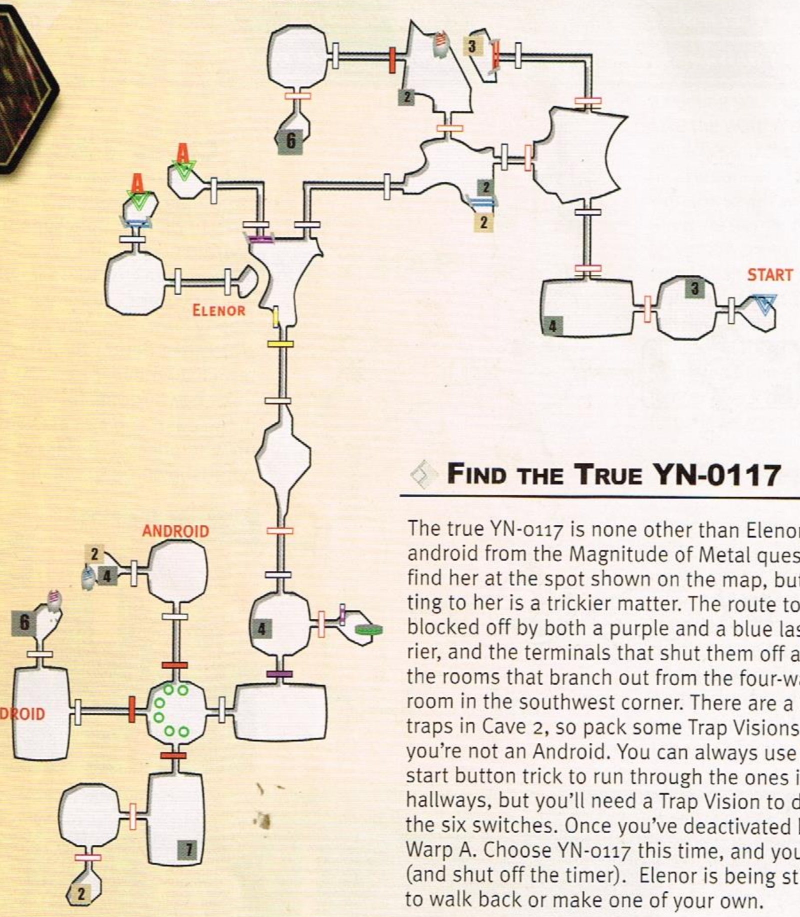
To unlock the door that leads to the Teleporter, you'll need to cross the dark room and hit the yellow switch. If you explore further, you'll find an Android charging on the east end of the room. If you speak to it, you'll be given the option of entering "YN-0117," or "EM-12." The former won't accomplish anything except confirm you have the wrong droid. But if you input the latter, the android will become inexplicably enraged and attack you. Your only option then is to fight it to the death. Use three hit combos or powerful spells so you can kill it before it heals itself.

Secret Delivery: Monster Data

Evil Shark	Pal Shark	Guil Shark	Poison Lily	G. Assassin	N. Dragon	P. Slime
HP 85	HP 100	HP 130	HP 70	HP 140	HP 200	HP 100
XP 10	XP 11	XP 14	XP 10	XP 17	XP 15	XP 10

SECRET DELIVERY (CONT.)

CAVE 2 MAP



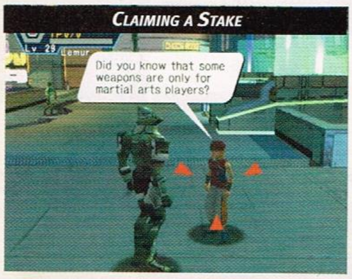
FIND THE TRUE YN-0117

The true YN-0117 is none other than Elenor, the android from the Magnitude of Metal quest. You'll find her at the spot shown on the map, but getting to her is a trickier matter. The route to her is blocked off by both a purple and a blue laser barrier, and the terminals that shut them off are in the rooms that branch out from the four-way room in the southwest corner. There are a lot of traps in Cave 2, so pack some Trap Visions if you're not an Android. You can always use the start button trick to run through the ones in the hallways, but you'll need a Trap Vision to detect the decoys in the central room with the six switches. Once you've deactivated both terminals, go straight to Elenor via Warp A. Choose YN-0117 this time, and you'll finally be able to drop off your package (and shut off the timer). Elenor is being stingy with the Telepipes today, so you'll have to walk back or make one of your own.

THE WEAPONS EMBLEMS

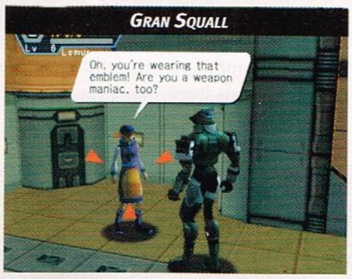
Secret Delivery marks the beginning of an amusing subplot that runs throughout several Hunter's Guild quests. To get it started, talk to the man shown below sometime during the quest. Respond to both of his questions with a "!!" and he'll give you your first Weapons Emblem, the insignia of a super-secret organization of weapon fanatics. Talk to him after meeting the four other Weapons members, found in the quests shown to the right, and he'll introduce you to the boss, who will give you a mysterious non-Photon weapon. Unfortunately, it's easier said than done. You couldn't have made it to *Secret Delivery* if you hadn't already beat *Claiming a Stake*, so you won't be able to get the badge in that quest (or the badges from any other quests you've already completed) until you've beaten all 25 initial quests, and are allowed to redo it.

CLAIMING A STAKE



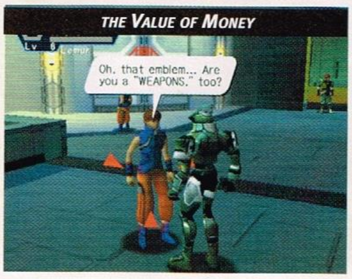
Did you know that some weapons are only for martial arts players?

GRAN SQUALL



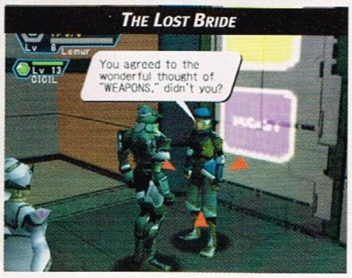
Oh, you're wearing that emblem! Are you a weapon maniac, too?

THE VALUE OF MONEY



Oh, that emblem... Are you a "WEAPONS," too?

THE LOST BRIDE

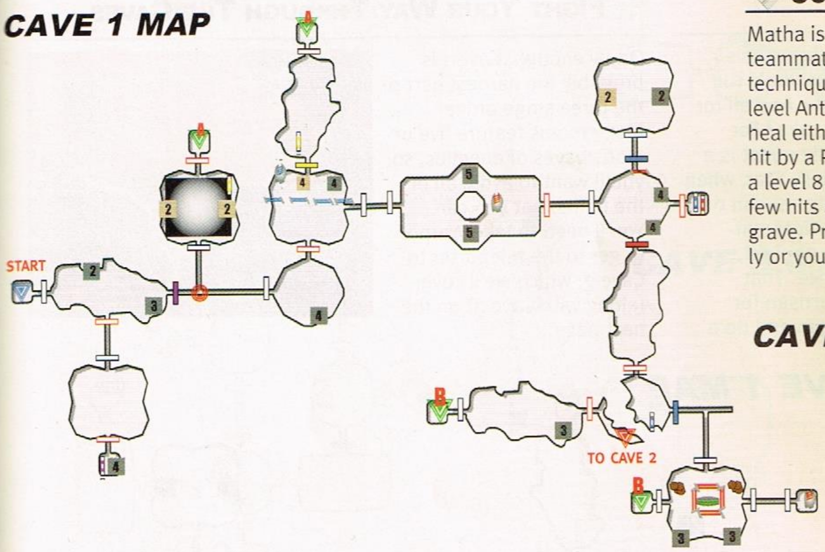


You agreed to the wonderful thought of "WEAPONS," didn't you?

The Grave's Butler

QUEST	"My butler, Blant, has dsappeared. He's been like a father to me."	**CLIENT**	Matha Grave	**PREREQUISITES**	Clear all Tier 1 quests, beat the Dragon
		REWARD	3,500 Meseta	**RECOMMENDED LEVEL**	7-10 (Normal)

CAVE 1 MAP

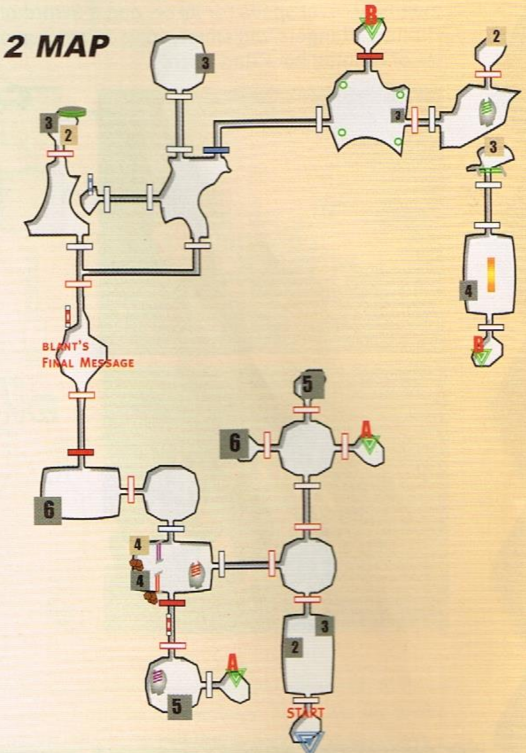


JOIN UP WITH MATHA GRAVES

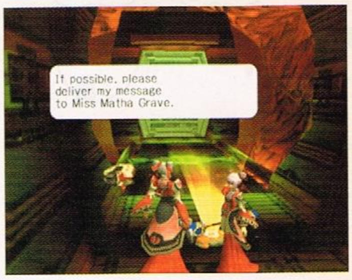
HP 61/100
TP 0/0
Lv 8 Lomur
Lv 8
MATHA
Grass Assassin
Attribute:A.Beast

Matha is a fairly handy teammate, with useful Foie techniques and a high-level Anti spell that will heal either of you if you're hit by a Poison Lily. But as a level 8 Force, she's only a few hits away from the grave. Protect her diligently or you won't get far.

CAVE 2 MAP

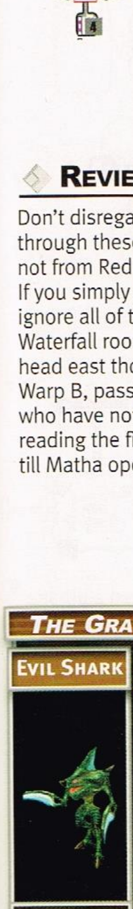
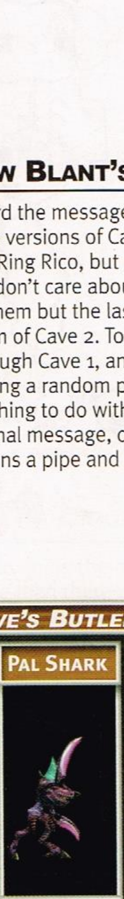
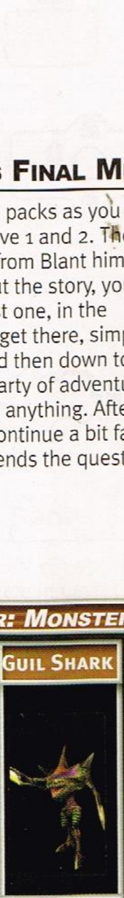
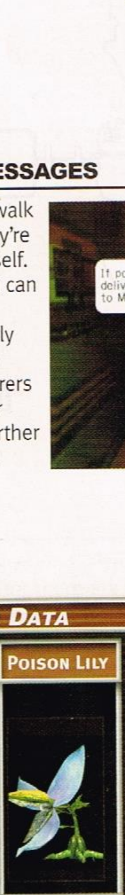


REVIEW BLANT'S FINAL MESSAGES


If possible, please deliver my message to Miss Matha Grave.

Don't disregard the message packs as you walk through these versions of Cave 1 and 2. They're not from Red Ring Rico, but from Blant himself. If you simply don't care about the story, you can ignore all of them but the last one, in the Waterfall room of Cave 2. To get there, simply head east though Cave 1, and then down to Warp B, passing a random party of adventurers who have nothing to do with anything. After reading the final message, continue a bit farther till Matha opens a pipe and ends the quest.

THE GRAVE'S BUTLER: MONSTER DATA

Monster	Image	HP	XP
EVIL SHARK		85	10
PAL SHARK		100	11
GUIL SHARK		130	14
POISON LILY		70	10
G. ASSASSIN		140	17
N. DRAGON		200	15
P. SLIME		100	10

Addicting Food

QUEST	"I want to eat something sweet."	**CLIENT**	Trekka
		REWARD	1,500 Meseta
PREREQUISITES	Clear all Tier 1 quests, beat the Dragon	**RECOMMENDED LEVEL**	9-14 (Normal)

QUEST OVERVIEW

In this mission, you'll have to cross all three Cave areas and fight about as many enemies as you'd run into if you were traversing it online with a full party. And all for what? So Trekka can rot her teeth on some goofy cake? For 1500 paltry meseta? No, no! For nostalgia! This silly quest is a nod to a beloved moment from the original Phantasy Star, when Alis' party had to travel through an extensive subterranean dungeon to get to a small cake shop. On to more practical matters... Evil Sharks here frequently attack in waves of eight, so you'll want a means of dealing with them all at once. That means Gi-level spells for force, and a Sword or Partisan for Hunters. Rangers will simply have to get a good gun and do a lot of running back and forth.

HP 39/95
TP 37/250
Lv 14 Loris
Evil Shark
Attribute:A.Beast

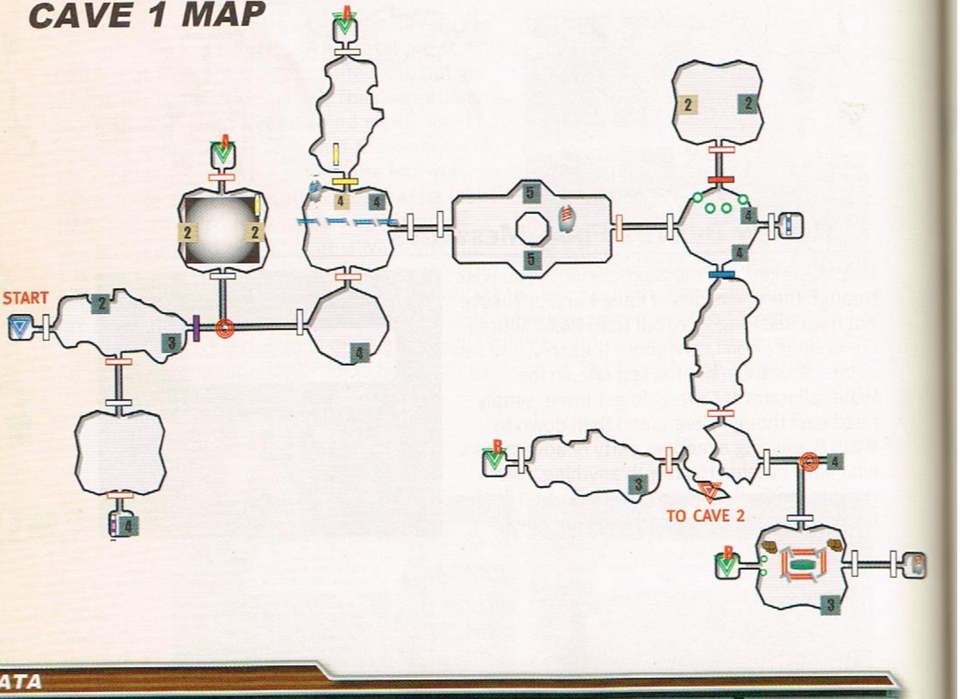
HP 58/124
TP 0/0
Lv 11 Lemur
Evil Shark
Attribute:A.Beast

FIGHT YOUR WAY THROUGH THE CAVES

Oddly enough, Cave 1 is probably the hardest part of the three stage ordeal. Many rooms feature five or more waves of enemies, so you'll want to avoid all of the fights that you can. You'll need to take Warp B to get to the teleporter to Cave 2, which we'll cover (along with Cave 3) on the next page.

HP 94/95
TP 79/250
Lv 14 Loris
Nano Dragon
Attribute:A.Beast

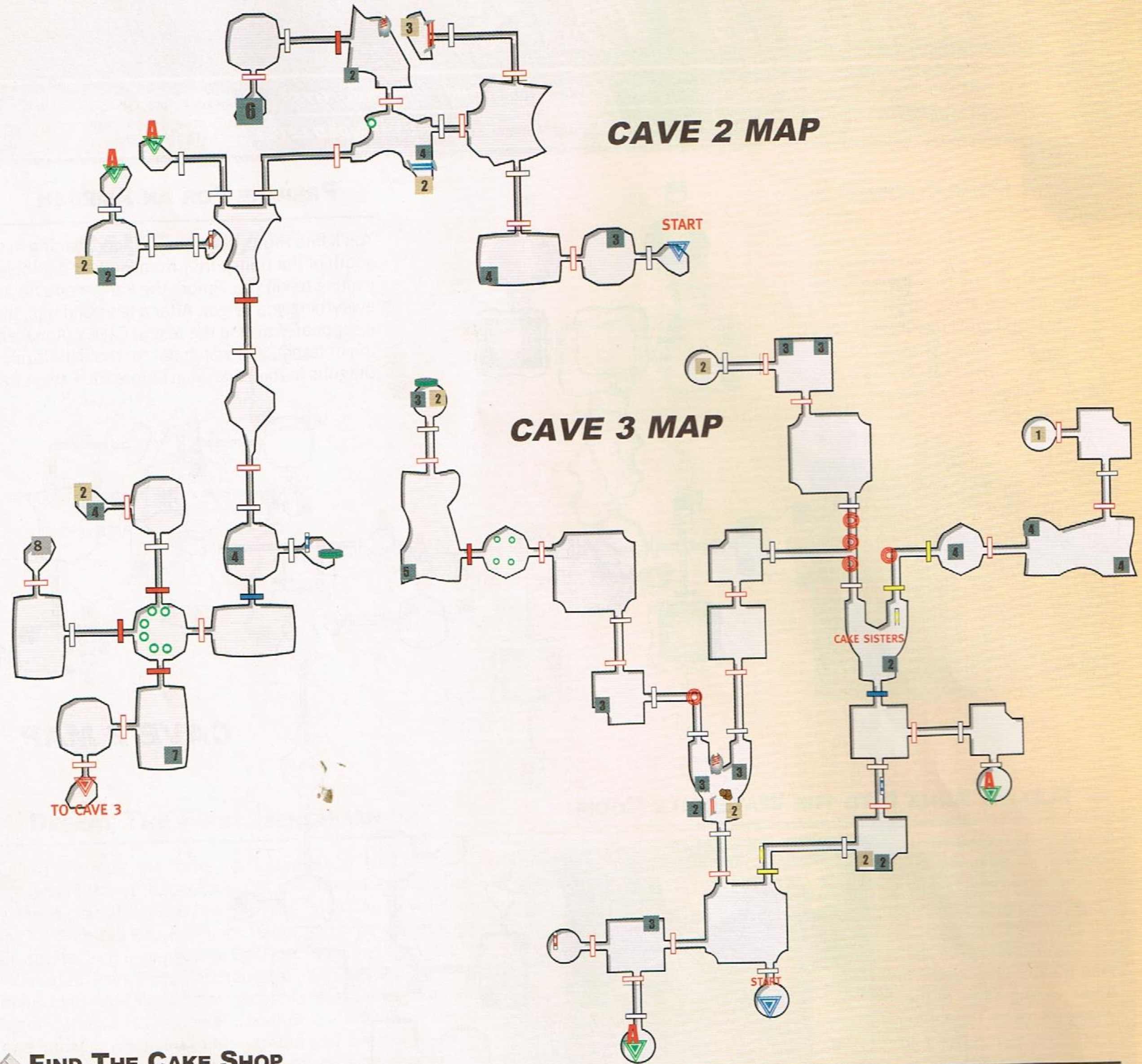
CAVE 1 MAP


START
TO CAVE 2
B
B

ADDICTING FOOD: MONSTER DATA

EVIL SHARK	PAL SHARK	GUIL SHARK	POISON LILY	G. ASSASSIN	N. DRAGON	P. SLIME	PAN ARMS
HP 85	HP 100	HP 130	HP 70	HP 140	HP 200	HP 100	HP 600
XP 10	XP 11	XP 14	XP 10	XP 17	XP 15	XP 10	XP 5

ADDICTING FOOD (CONT.)


CAVE 2 MAP
START
A
TO CAVE 3
CAVE 3 MAP
CAKE SISTERS
START
A

FIND THE CAKE SHOP

If you've been doing the quests in our suggested order, you'll recognize this version of Cave 2 from *Secret Delivery*. There are far fewer enemies here than there were in Cave 1, but there are quite a few traps, so save your Trap Visions. The teleporter to Cave 3 is a long way away, and you will need to take one detour at Warp A to open the path to the Waterfall Room. After the beating you may take in the Waterfall Room, you'll be glad to see the healing rig just south of that. Fortunately, virtually all of Cave 3 can be ignored if you head north from the starting point and circle around to the east, heading south in the corridor with the three smashers. You will run into at least one Pan Arms on your way, so be ready with a Draw or Dim-series weapon, or some heavy techniques. Collect your free cake at the shop (it doesn't matter which one you choose) then telepipe back to Trekka for a history lesson and your meager reward.

HP 100/100
TP 207/271
Lv 15
Hidoom
Attribute:A.Beast

HP 105/105
TP 278/278
Lv 16

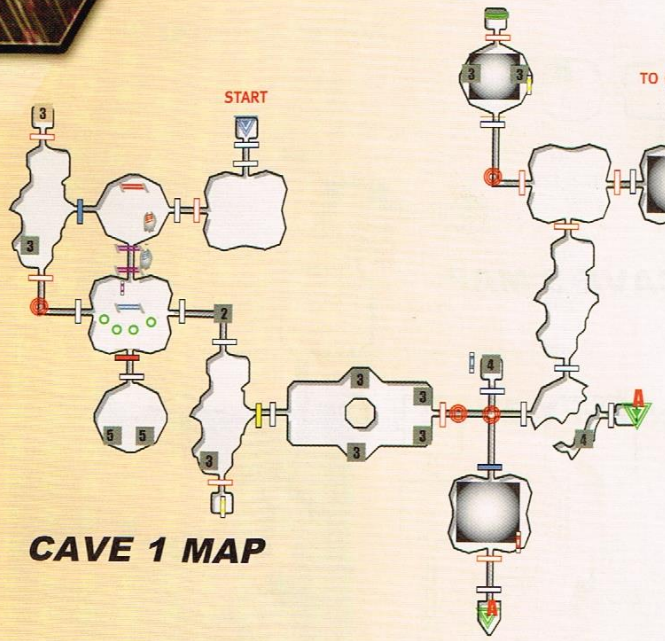
HP 105/105
TP 278/282
Lv 16

I learned about this in history class! It's a cake, isn't it!?

TIER 3

Waterfall Tears

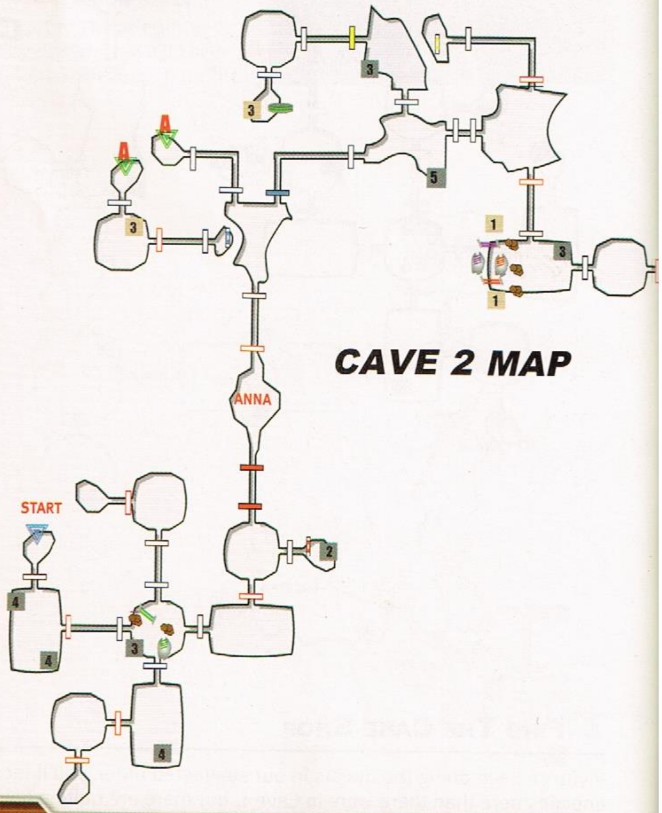
QUEST	"Find my sister. She's a Hunter who disappeared recently."	**CLIENT**	Kroe, Hunter	**PREREQUISITES**	Clear A. Food, L. Bride, S. Delivery & Grave's Butler
		REWARD	1,800 Meseta	**RECOMMENDED LEVEL**	9-14 (Normal)



CAVE 1 MAP

PREPARE FOR AN AMBUSH

You'll find Kroe's sister and a friend waiting in the first south of the transporter from Pioneer 2. Problem is, th waiting to kill you. Ignore the Ranger and hit Anna wit everything you've got. After a few solid hits, the pair wi disappear. Traverse the rest of Cave 1 (Anna left behind ton of traps), and watch out for the half-dozen Nano Dragons in the dark room before the Cave 2 transporte



CAVE 2 MAP

FOLLOW ANNA INTO THE WATERFALL ROOM

Many, many rooms are trapped, so stay close to the doorways and use long range weapons when possible. After passing one Partisan-wielding henchman (ignore him), you'll find Anna waiting alone in the Waterfall room. Defeat her a second time, and she'll go quietly back to her sister.

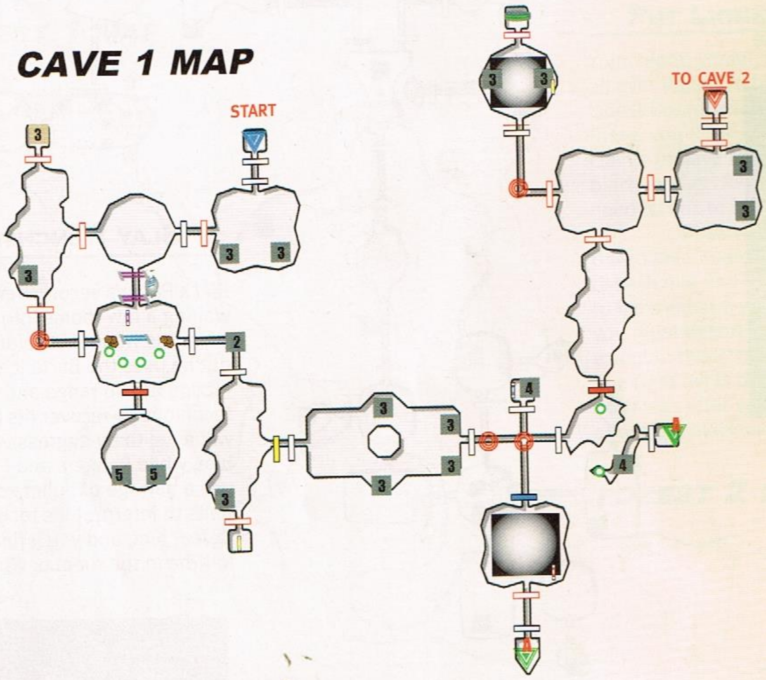
Kro... Kroe asked you to come and find me?

WATERFALL TEARS: MONSTER DATA

EVIL SHARK	PAL SHARK		POISON LILY	G. ASSASSIN	N. DRAGON		
HP 85	HP 100		HP 70	HP 140	HP 200		
XP 10	XP 11		XP 10	XP 17	XP 15		

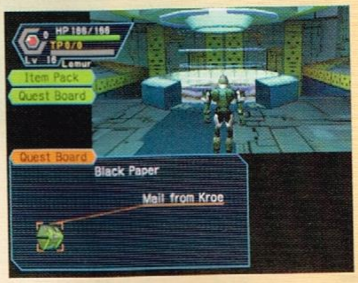
Black Paper

QUEST	"Black Paper is the mastermind behind the missing Hunters."	**CLIENT**	Kroe, Hunter
		REWARD	2,000 Meseta
		PREREQUISITES	Clear Waterfall Tears
		RECOMMENDED LEVEL	9-14 (Normal)


CAVE 1 MAP
START
TO CAVE 2
3
3
3
3
2
5
5
3
3
3
3
3
3
4
4
3
3
3
3
3

CHECK KROE'S MAIL

Kroe from the "Waterfall Tears" quest is your client again, but she won't be meeting you in person this time. Instead, you'll have to check your rarely-used Quest Board (under the Item Pack command) and read her mail to see what's going on. To help her as she asks, you'll need to track her through all three cave areas.


HP 186/186
TP 0/0
Lv 16 Lemur
Item Pack
Quest Board
Quest Board
Black Paper
Mail from Kroe

DEFEAT THE FIRST HENCHMAN

Cave 1 is almost the same exact layout as it was in "Waterfall Tears," except most of the traps are gone. The same is true of Cave 2, but this time it isn't Anna you'll find in the Waterfall Room... Black Paper and Kroe will quickly disappear and leave you to fight the henchman you met in "Waterfall Tears." His Partisan gives him long range, so get in his face and take advantage of his slow swing by negating his attacks with quicker Saber or Knife strikes. Forces and Rangers will need to run around and use guns and techniques to teach him what real range is all about.

HP 123/186
TP 0/0
Lv 16 Lemur

HP 77/166
TP 0/0
Lv 16 Lemur

BLACK PAPER: MONSTER DATA

EVIL SHARK	PAL SHARK	GUIL SHARK	POISON LILY	G. ASSASSIN	N. DRAGON	P. SLIME	PAN ARMS		
HP 85, XP 10	HP 100, XP 11	HP 130, XP 14	HP 70, XP 10	HP 140, XP 17	HP 200, XP 15	HP 100, XP 10	HP 600, XP 5		

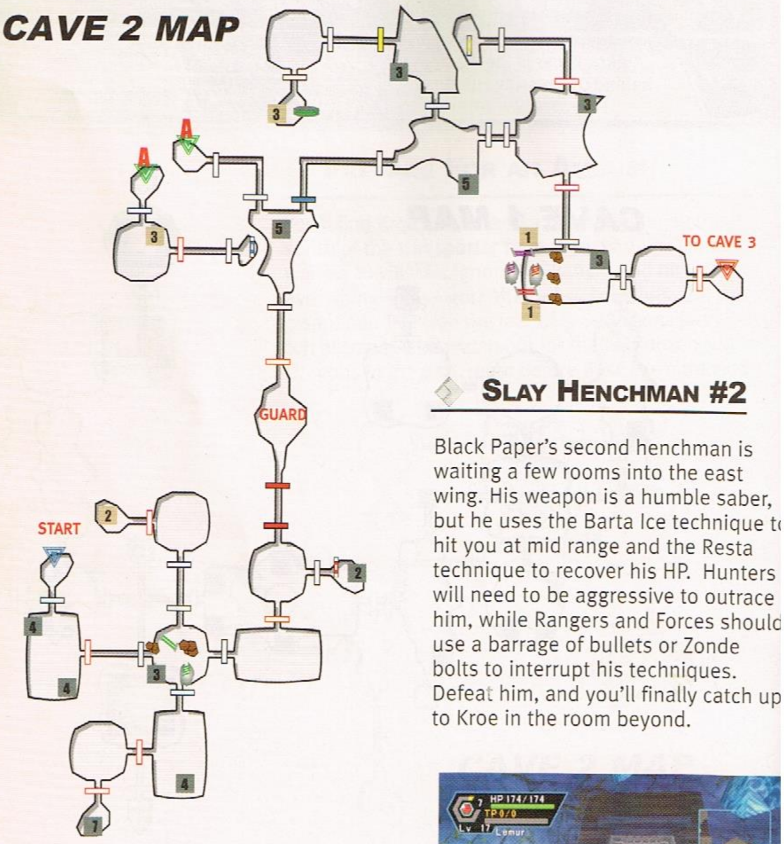
BLACK PAPER (CONT.)

TRACKING HIM DOWN

You'll next see Black Paper and Kroe in the forked room north of the teleporter in Cave 3. Hit the three floor switches (one is hiding behind the terminal) to open the doors. The east one will lead you to Black Paper and Kroe. You can skip the whole west wing, unless you're desperate to get to the healing rig.

HP 174/174
TP 0/0
Lv 17
Lemur

CAVE 2 MAP


START
GUARD
TO CAVE 3
A
A

SLAY HENCHMAN #2

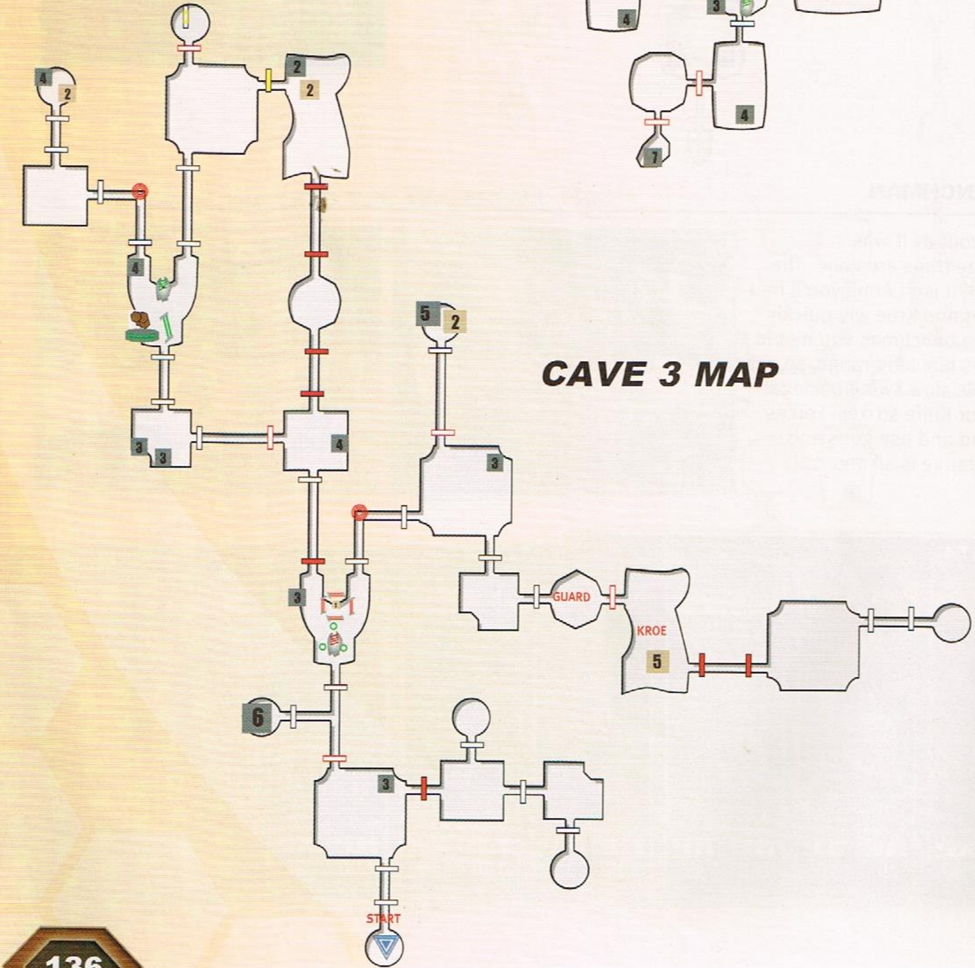
Black Paper's second henchman is waiting a few rooms into the east wing. His weapon is a humble saber, but he uses the Barta Ice technique t hit you at mid range and the Resta technique to recover his HP. Hunters will need to be aggressive to outrace him, while Rangers and Forces should use a barrage of bullets or Zonde bolts to interrupt his techniques. Defeat him, and you'll finally catch up to Kroe in the room beyond.

HP 174/174
TP 0/0
Lv 17
Lemur

HP 86/174
TP 0/0
Lv 17
Lemur

HP 131/174
TP 0/0
Lv 17
Lemur

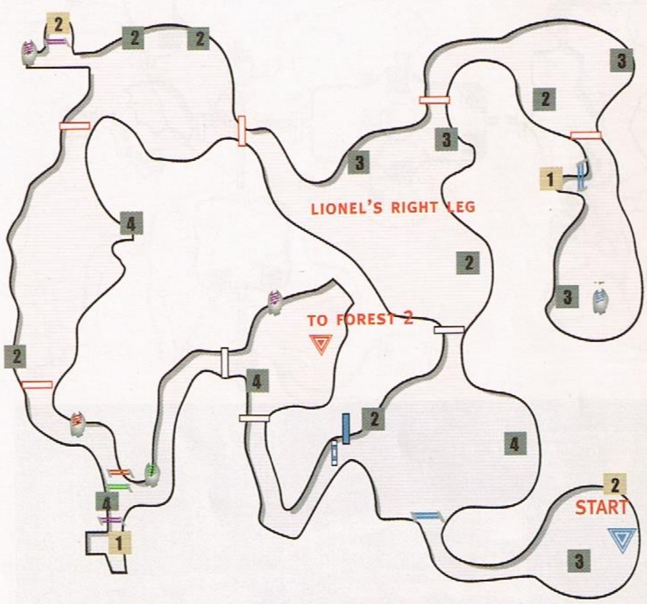
CAVE 3 MAP


GUARD
KROE
START

Letter from Lionel

QUEST	"A letter signed by Lionel, requesting to find 'all of him'."	**CLIENT**	Lionel	**PREREQUISITES**	Clear all Tier 1 quests, Defeat De Rol Le Boss and Speak to Principal.
		REWARD	4,500 Meseta	**RECOMMENDED LEVEL**	9-14 (Normal)

FOREST 1 MAP



CONFRONT THE OTHER HUNTER

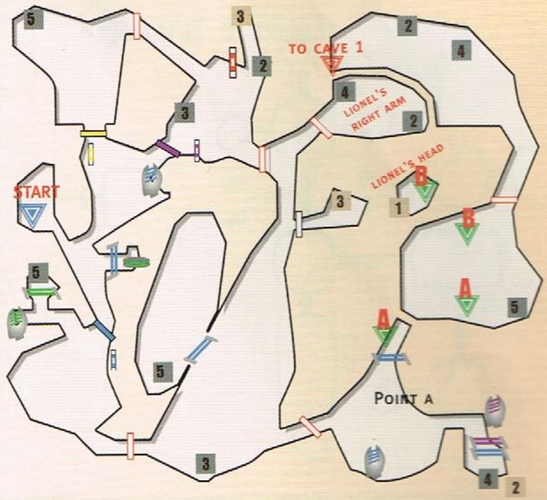
Now return to Pioneer 2, where you'll find that other Hunter standing outside the Hunter's Guild. After hemming and hawing for a while, he'll cough up Lionel's body, with the left arm still attached. Enter the Guild and talk to your newly reconstructed client to complete this quest.

PUT LIONEL BACK TOGETHER AGAIN

Your client, Lionel, is an android whose body parts are scattered all over Ragol. To begin rebuilding him, read the letter in your Quest Board, and then retrieve his head from Forest 2. On the way there, you'll run into another Hunter (point A on the map) who claims to have found something valuable that he can sell on the black market. Remember what this guy looks like, because you need to talk to him again later.

Once you have Lionel's head, examine it in your Quest Board and inquire, "Where is your body?" When Lionel asks you to help him find it, respond with, "OK, I'll do it." The door leading to his right arm will now open (see map), but to obtain the limb, you must defeat the Hildebear on the other side. Afterwards, examine the arm for clues as to the whereabouts of Lionel's legs. The right leg is back in Forest 1, and the left is in Cave 2. Examine both legs after you collect them, and Lionel will start to babble about the black market!

FOREST 2 MAP

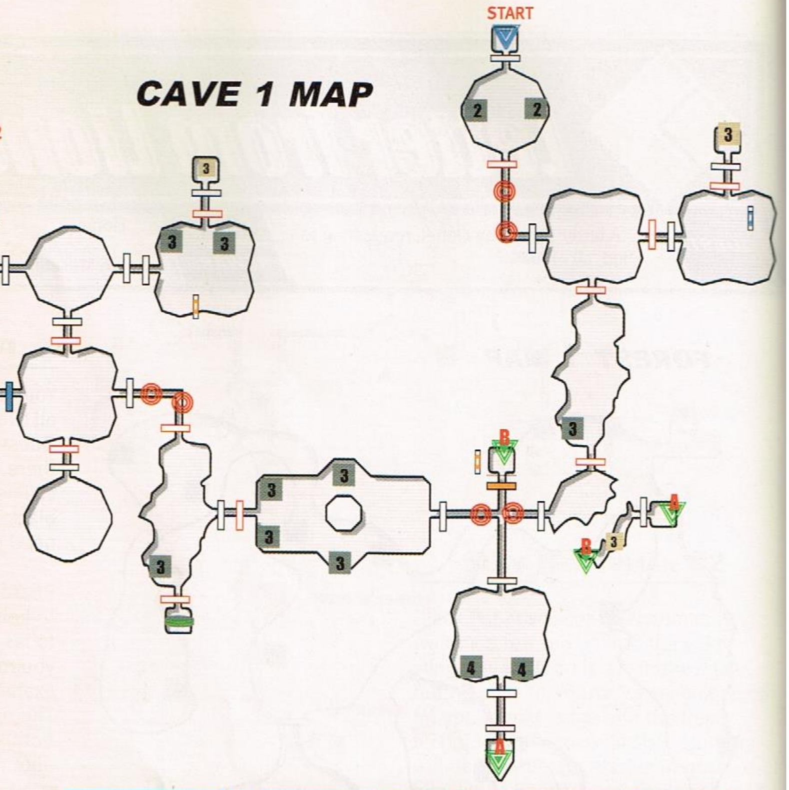


LETTER FROM LIONEL: MONSTER DATA

BOOMA	GOBOOMA	GIGOBOOMA	RAG RAPPY	SAVAGE WOLF	BARB. WOLF	MONEST	HILDEBEAR
HP 60	HP 85	HP 110	HP 30	HP 45	HP 65	HP 300	HP 180
XP 5	XP 6	XP 7	XP 4	XP 5	XP 7	XP 6	XP 10

LETTER FROM LIONEL (CONT.)

CAVE 1 MAP


START
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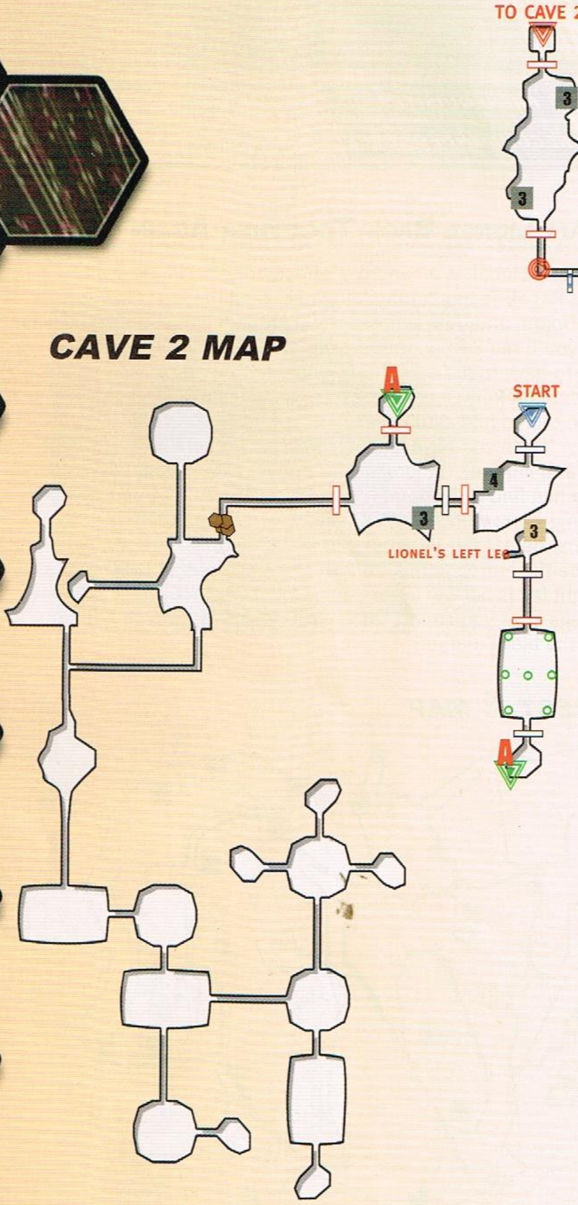
3
3
4
4
A

CAVE 2 MAP


TO CAVE 2
3
3
3
3
3
3
A
START
4
3
3
LIONEL'S LEFT LE
A

0
HP 616/616
TP 0/0
Lv 85
Item Pack
Quest Board

Quest Board

Letter from Lionel

"Letter from Lionel"

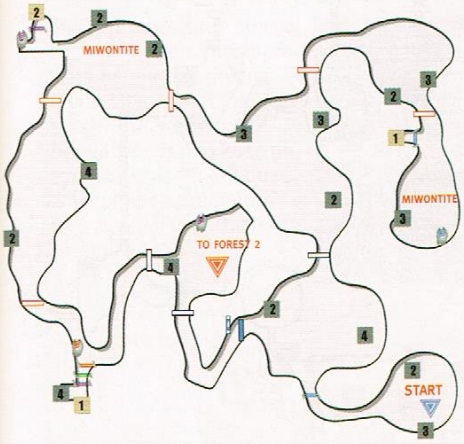
LETTER FROM LIONEL: MONSTER DATA

Monster		HP	XP
EVIL SHARK		85	10
PAL SHARK		100	11
GUIL SHARK		130	14
POISON LILY		70	10
G. ASSASSIN		140	17
N. DRAGON		200	15
PAN ARMS		600	5

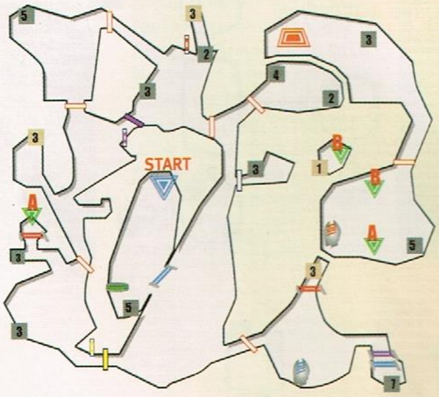
Soul of a Blacksmith

QUEST	"I want to make a new weapon using unknown materials from Ragol."	**CLIENT**	Ozwald
		REWARD	2,500 Meseta
PREREQUISITES	Clear A. Food, L. Bride, S. Delivery & Grave's Butler	**RECOMMENDED LEVEL**	9-14 (Normal)

FOREST 1 MAP

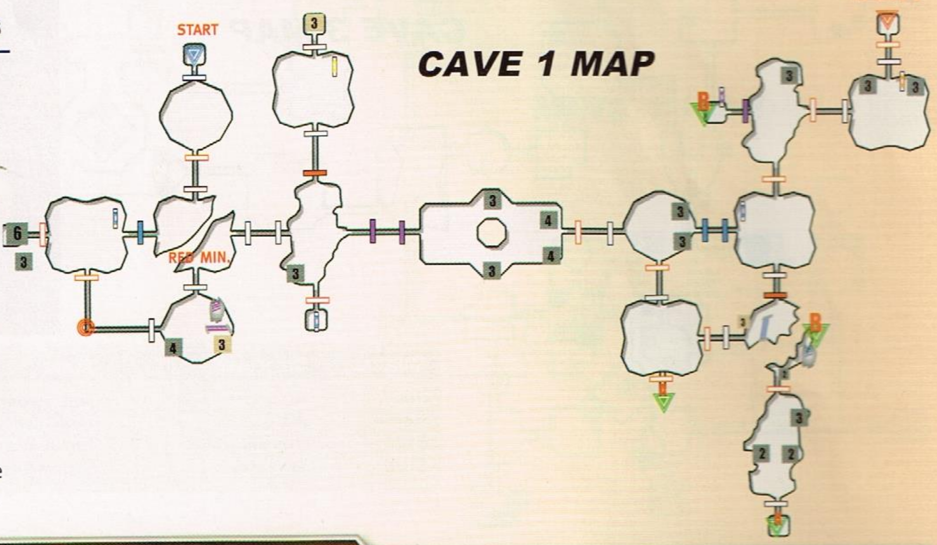


FOREST 2 MAP



It's simple. Go to Ragol to collect some raw weapon material.

CAVE 1 MAP



COLLECT RAW MATERIALS

Ozwald wants to make a new weapon, so he needs you to gather the following raw materials for him: a piece of miwontite, a dragon's fang, and a mineral. You can find the miwontite at either of the points shown on the Forest 1 map. To acquire a dragon's fang, you must defeat the Dragon boss at the end of Forest 2. This shouldn't be particularly difficult as long as you're at the recommended levels. As for the mineral, there are three different colors to choose from. You'll find a red mineral in Cave 1, a green mineral in Cave 2, and a blue mineral in Cave 3. The color of mineral you bring back to Ozwald determines the kind of weapon he creates (see table on next page).

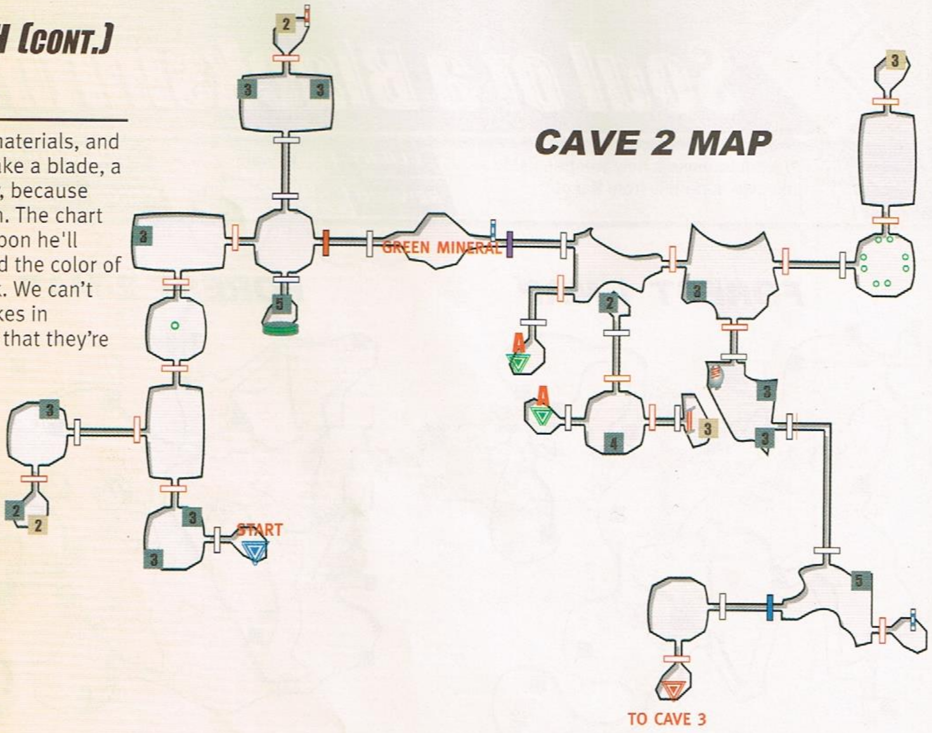
SOUL OF A BLACKSMITH: MONSTER DATA

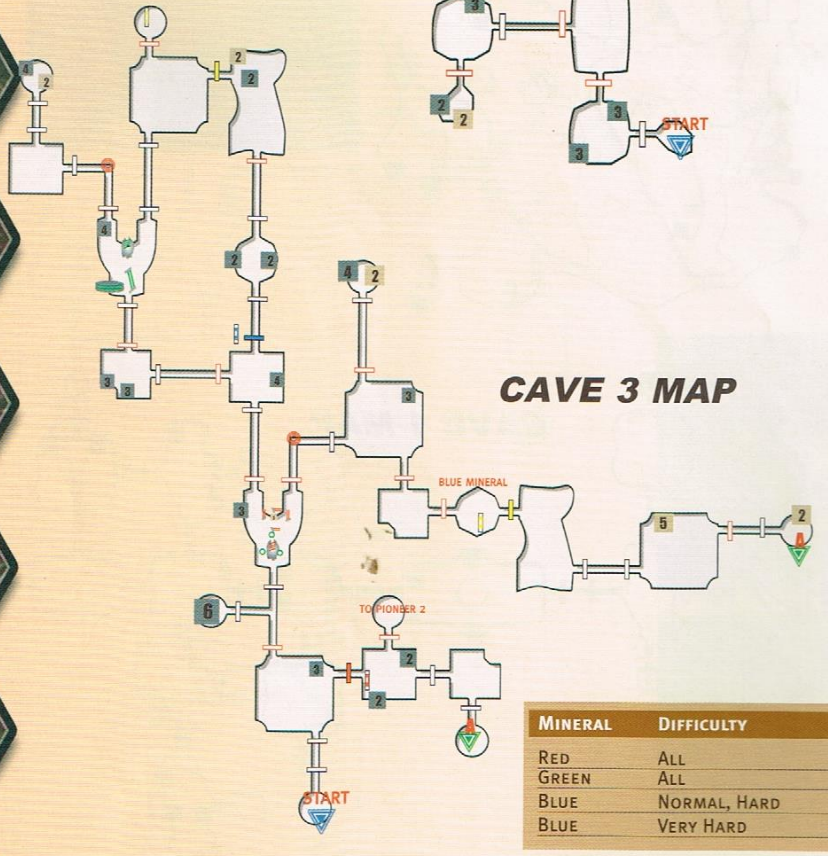
	BOOMA	GOBOOMA	GIGOBOOMA	RAG RAPPY	SAVAGE WOLF	BARB. WOLF	MONEST	HILDEBEAR
HP	60	85	110	30	45	65	300	180
XP	5	6	7	4	5	7	6	10

SOUL OF A BLACKSMITH (CONT.)

CHOOSE YOUR WEAPON

Return to Ozwald with all three materials, and he'll ask whether he should make a blade, a gun, or a staff. Choose wisely, because you get to keep the weapon. The chart here illustrates which weapon he'll make, given your choice and the color of the mineral you brought back. We can't tell you which weapons he makes in Ultimate Mode, but rest assured that they're far more exciting than the others.


CAVE 2 MAP
GREEN MINERAL
START
TO CAVE 3


CAVE 3 MAP
BLUE MINERAL
TO PIONEER 2
START

HP 616/616
TP 0/0
Lv 85
Moesha

Mineral	Difficulty	Blade	Gun	Staff
Red	All	Fire Sword	Fire Rifle	Fire Rod
Green	All	Frost Sword	Frost Mechgun	Frost Rod
Blue	Normal, Hard	Havoc Partisan	Havoc Cannon	Havoc Wand
Blue	Very Hard	Storm Cutter	Storm Cannon	Storm Baton

SOUL OF A BLACKSMITH: MONSTER DATA

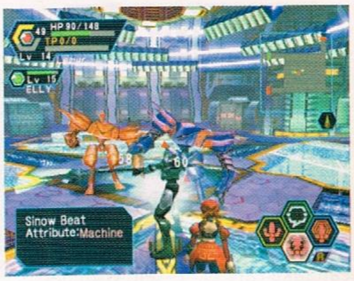
	Evil Shark	Pal Shark	Guil Shark	Poison Lily	G. Assassin	N. Dragon	P. Slime	Pan Arms
HP	85	100	130	70	140	200	100	600
XP	10	11	14	10	17	15	10	5

Knowing One's Heart

QUEST	"I got a message from a friend, Calus, who was on Pioneer 1. He's alive! Find him!"	**CLIENT**	Elly Person
		REWARD	3,500 Meseta
		PREREQUISITES	Clear all Tier 1 quests, defeat De Rol Le
		RECOMMENDED LEVEL	12-15 (Normal)

SEARCH FOR CALUS WITH ELLY'S HELP

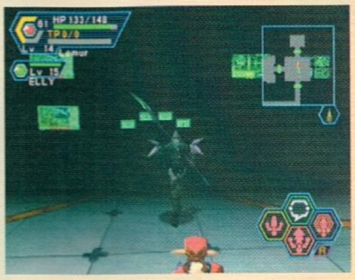
Elly is pretty sturdy at level 15, and Hunters will appreciate her aid in bringing Canadines down to melee range with her Lockgun. But you'll need to keep an eye on her Around Sinows, a recipe for a premature NPC death if you aren't careful.

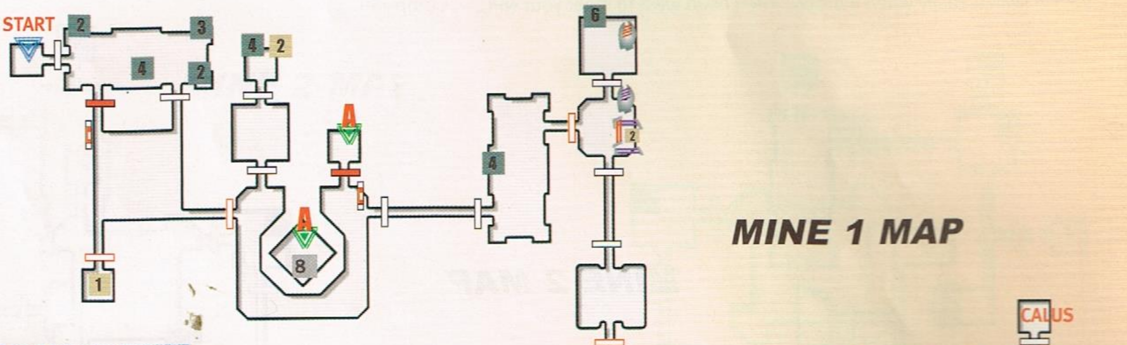

HP 90/148
TP 0/0
Lv 14
Lv 15
ELLY
60

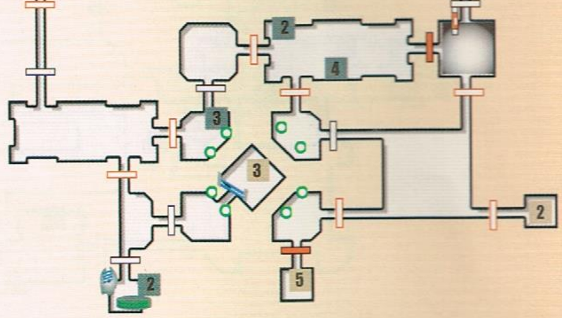
Sinow Beat
Attribute:Machine

FIND CALUS PAST THE DARK ROOM

If you're in the market for tasty new weapons and armor, you'll want to take Warp A to a box-laden room, and then hit all the floor switches in the south wing to unlock a room with five brown chests. Otherwise, you can head straight through the dark area and into Calus' room.


HP 133/148
TP 0/0
Lv 14
Lv 15
ELLY


START
2
3
4
2
4-2
A
A
8
1
6
2
4
MINE 1 MAP


CALUS
2
4
3
3
2
2
5

HP 90/148
TP 0/0
Lv 14
Lv 15
ELLY

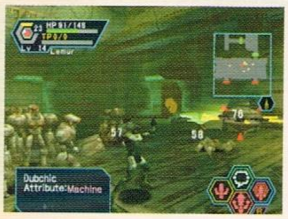
KNOWING ONE'S HEART: MONSTER DATA

GILLCHIC			CANADINE	CANANE	SINOW BEAT	SINOW GOLD	
HP 130 XP 18			HP 160 XP 16	HP 170 XP 17	HP 220 XP 20	HP 180 XP 20	

Dr. Osto's Research

QUEST	"We want to see Dr. Osto's research memo. He's a doctor who was onboard Pioneer 1."	**CLIENT**	Three scientists	**PREREQUISITES**	Clear all Tier 1 quests, defeat De Rol Le
		REWARD	5,500 Meseta	**RECOMMENDED LEVEL**	13-15 (Normal)

KILL THE HENCHMAN AND FIND SUE



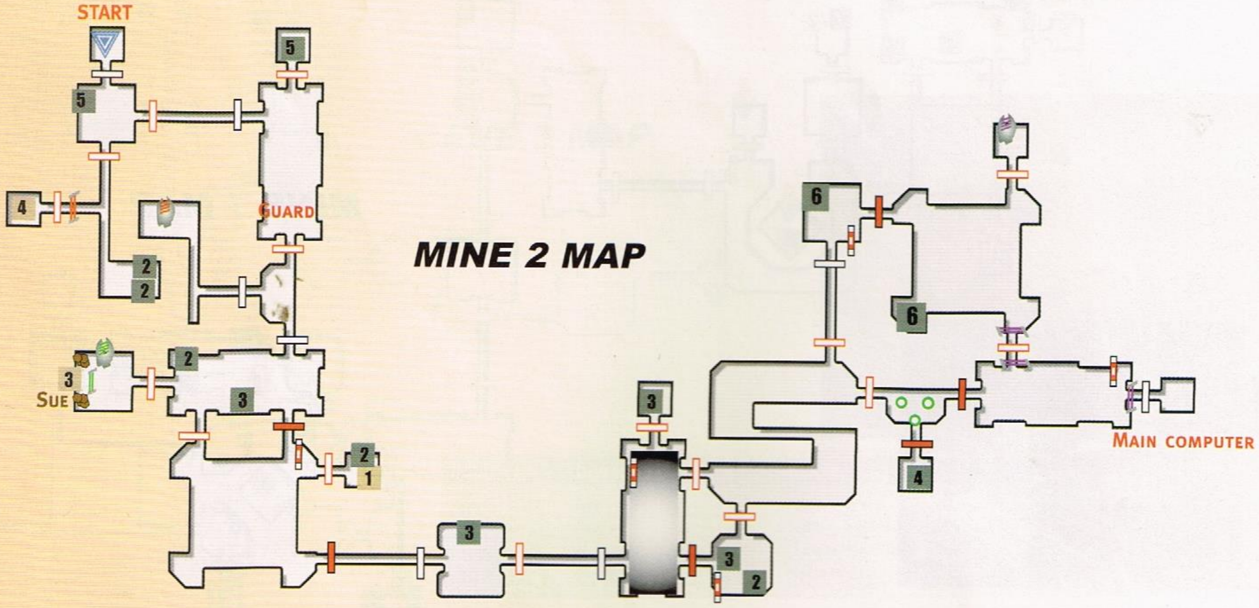
HP 91/148
TP 9/9
Lv 14 Lemur
Dubchic
Attribute:Machine

You won't get far before the dolt with the partisan who you fought in "Black Paper" strikes again. Fortunately, you're probably a lot tougher than he is by this point, and can take him far more easily than you did last time. In the large room just south of him, you'll have to battle your way through an army of Dubchics. Lure them towards the far end of the room so you can get at the kill switch easily when it drops. Then head west to meet your NPC.

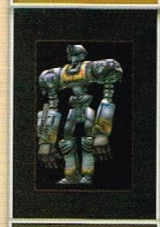
FIGHT YOUR WAY TO THE TARGET

See?
I have the knack.

Not only can Sue unlock the door that blocks access to the east wing of the Mines, but she's also a great asset in battle. Her claw (a rare Hunter weapon) is vicious, and her Zonde spells will help paralyze enemies and bring down flying Canadines. And at level 18, she can take care of herself. With her aid, you won't have much trouble fighting your way to the Main Computer.



DR. OSTO'S RESEARCH: MONSTER DATA

GILLCHIC	DUBCHIC	DUBWITCH	CANADINE		SINOW BEAT	SINOW GOLD	
							
HP 130 XP 18	HP 150 XP 3	HP 300 XP 0	HP 160 XP 16		HP 220 XP 20	HP 180 XP 20	

The Unsealed Door

QUEST	"We want to see sample Beta772, mentioned in Dr. Osto's records."	**CLIENT**	Three scientists
		REWARD	5,500 Meseta
		PREREQUISITES	Clear Dr. Osto's Research
		RECOMMENDED LEVEL	18-25 (Normal)

BRING MOME TO MINE 2

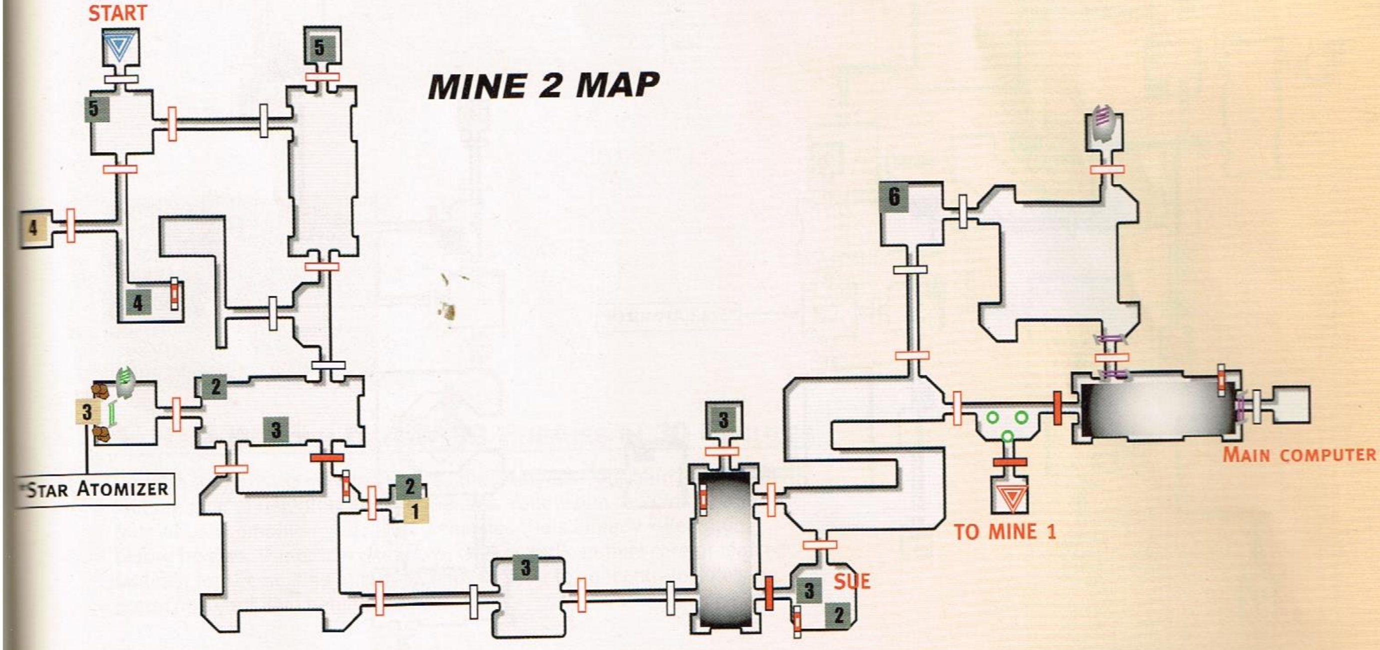
I want to see Beta772 with my eyes.

This is probably the toughest Hunter's Guild Quest of all, simply because the NPC you must escort is so incredibly frail. Apparently they didn't cover the whole "heal yourself before you die" thing during his mad scientist PhD program, 'cause the odds he'll save his own life before he croaks are about 50/50. That means you have to pick up the slack. If you have high-level Resta, no problem. If you don't... well, stock up on Star Atomizers and put the Telepipe on your Action Bar.

BEWARE OF DUBCHICS

HP 120/174
Lv 17
Lenur
MOME
Dubchic
Attribute:Machine

The best general strategy is to use a gun, stay near the doorways, and let the enemies come to you. But Dubchics are a problem, 'cause you'll need to wade into the middle of the room to hit their kill switches. Try to auto-target the switches from as far away as you can, or you'll be putting Mome in harm's way. With a Handgun, Mechgun, or Rifle, you can target them on the ceiling if you position yourself just right.



MINE 2 MAP

THE UNSEALED DOOR: MONSTER DATA

GILLCHIC	DUBCHIC	DUBWITCH	CANADINE	CANANE	SINOW BEAT	SINOW GOLD
HP 130	HP 150	HP 300	HP 160	HP 170	HP 220	HP 180
XP 18	XP 3	XP 0	XP 16	XP 17	XP 20	XP 20

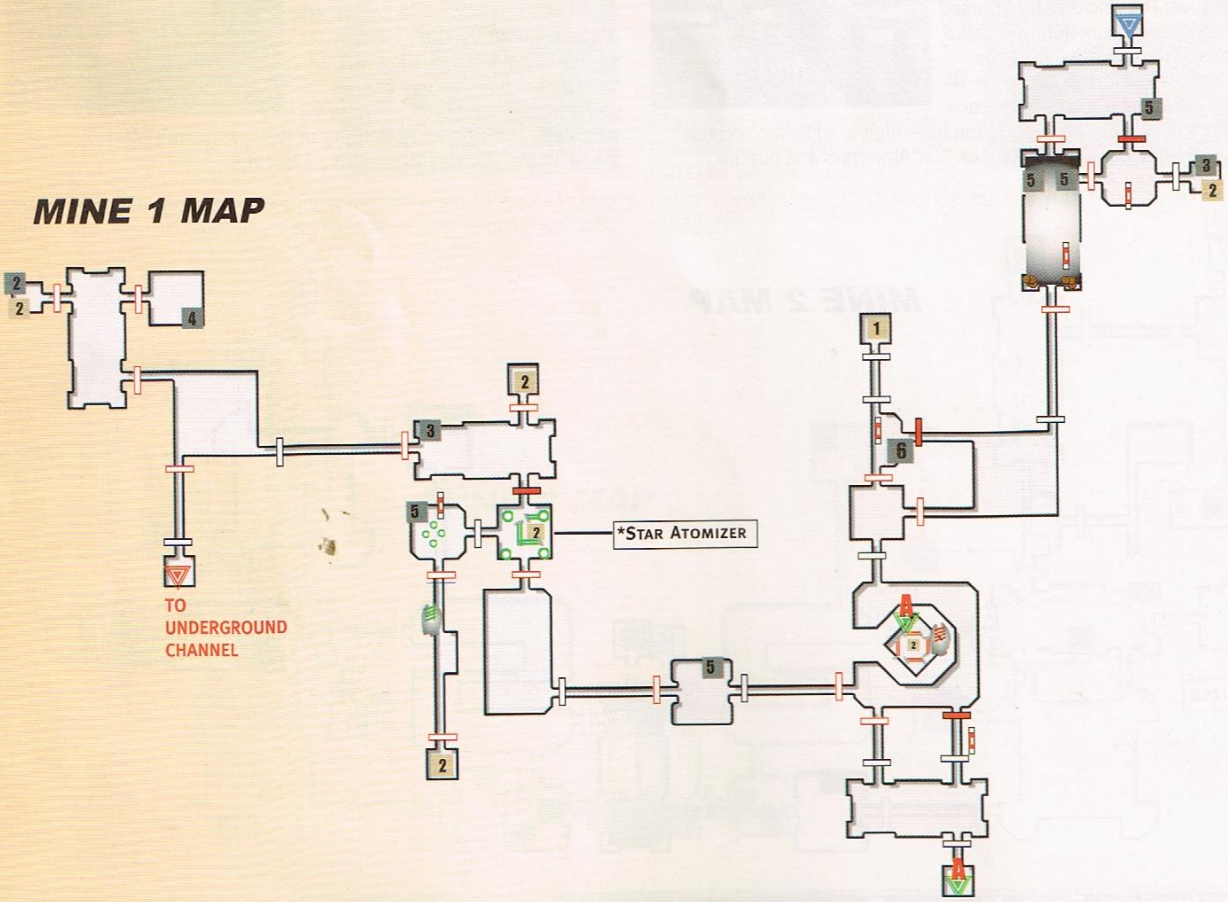
THE UNSEALED DOOR (CONT.)

VISIT DR. OSTO'S COMPUTER

Mome wants to see Dr. Osto's computer, which is in the same place it was in "Dr. Osto's Research." You probably know the route by now, but it might be worth it to take a few detours. Head west after battling the first Dubchics, into the room with the green terminal where you met Sue. Head south from the S-shaped Dubchic room, and you'll run into good old Sue. Afterward, head north from the S-shaped room, hit the purple terminal, and loop back to the Computer. Then head to the transporter and warp up to Mine 1.

HP 248/282
TP 0/0
Lv 31 Lemur
Lv 12
MOME

MINE 1 MAP


START
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5
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2
4
3
2
5
2
*STAR ATOMIZER
5
2
TO UNDERGROUND CHANNEL
A
2
A

CAREFULLY CROSS MINE 1

HP 142/180
TP 0/0
Lv 12
MOME
Canadine
Attribute:Machine

Mine 1 is a bit easier, with Cananes as the only new enemy. Fortunately, their ring of Canadines won't pose too much of a threat to Mome if you keep moving. In the room just south of the room where you first encounter the Cananes, don't miss a second Star Atomizer.

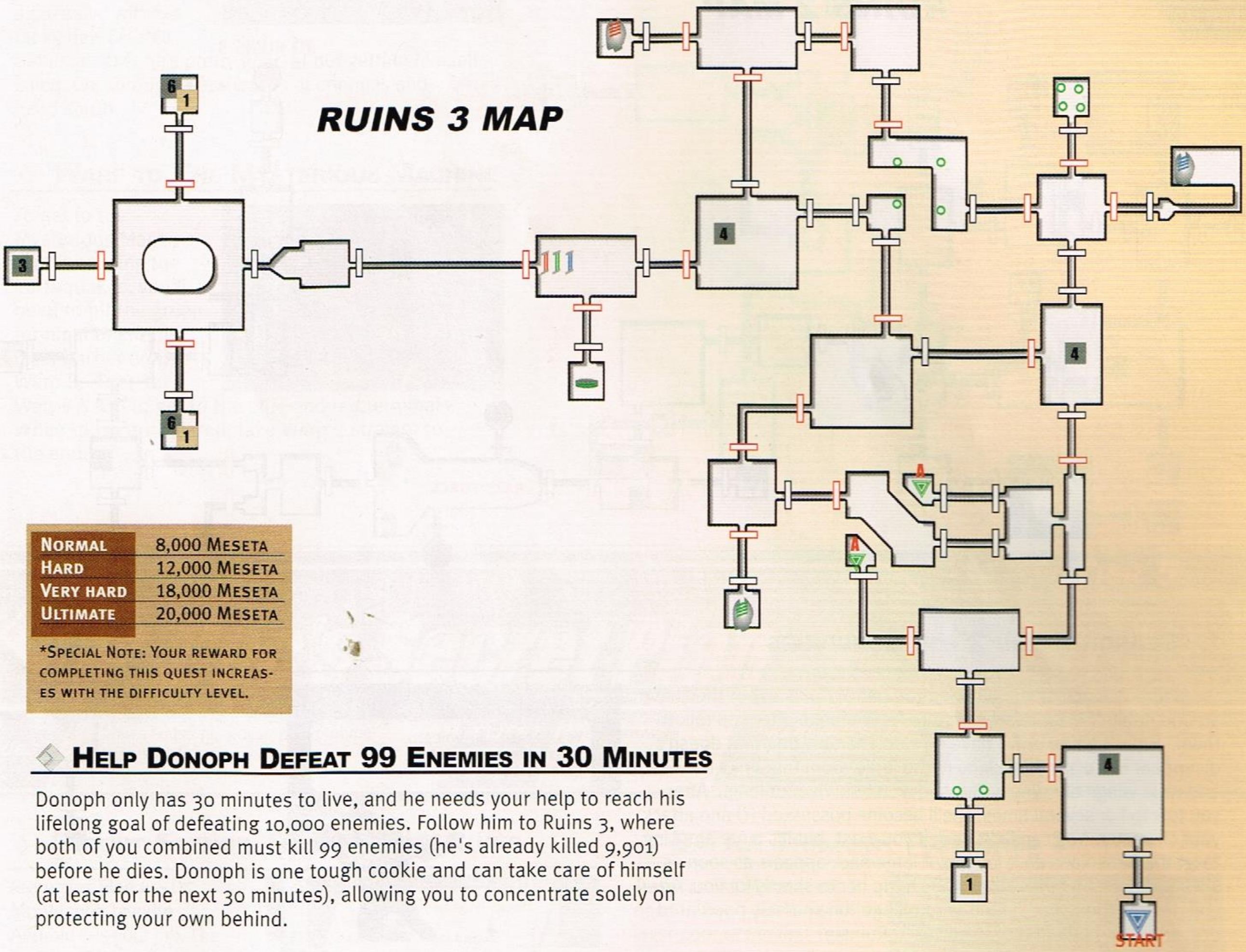
DE ROL LE

HP 155/155
TP 0/0
De Rol Le
Attribute:A.Beast

Lucky for you, Mome plays it cool and decides to "take a nap" while you finish off the De Rol Le in the Underground Passage.

The Retired Hunter

QUEST	"An old Hunter, Donoph, is about to die. Defeat 99 monsters to fulfill his dream."	CLIENT	Donoph	PREREQUISITES	Clear all Tier 1 quests, gain access to the Ruins
		REWARD	8,000 Meseta*	RECOMMENDED LEVEL	18-25 (Normal)



NORMAL	8,000 MESETA
HARD	12,000 MESETA
VERY HARD	18,000 MESETA
ULTIMATE	20,000 MESETA

*SPECIAL NOTE: YOUR REWARD FOR COMPLETING THIS QUEST INCREASES WITH THE DIFFICULTY LEVEL.

HELP DONOPH DEFEAT 99 ENEMIES IN 30 MINUTES

Donoph only has 30 minutes to live, and he needs your help to reach his lifelong goal of defeating 10,000 enemies. Follow him to Ruins 3, where both of you combined must kill 99 enemies (he's already killed 9,901) before he dies. Donoph is one tough cookie and can take care of himself (at least for the next 30 minutes), allowing you to concentrate solely on protecting your own behind.

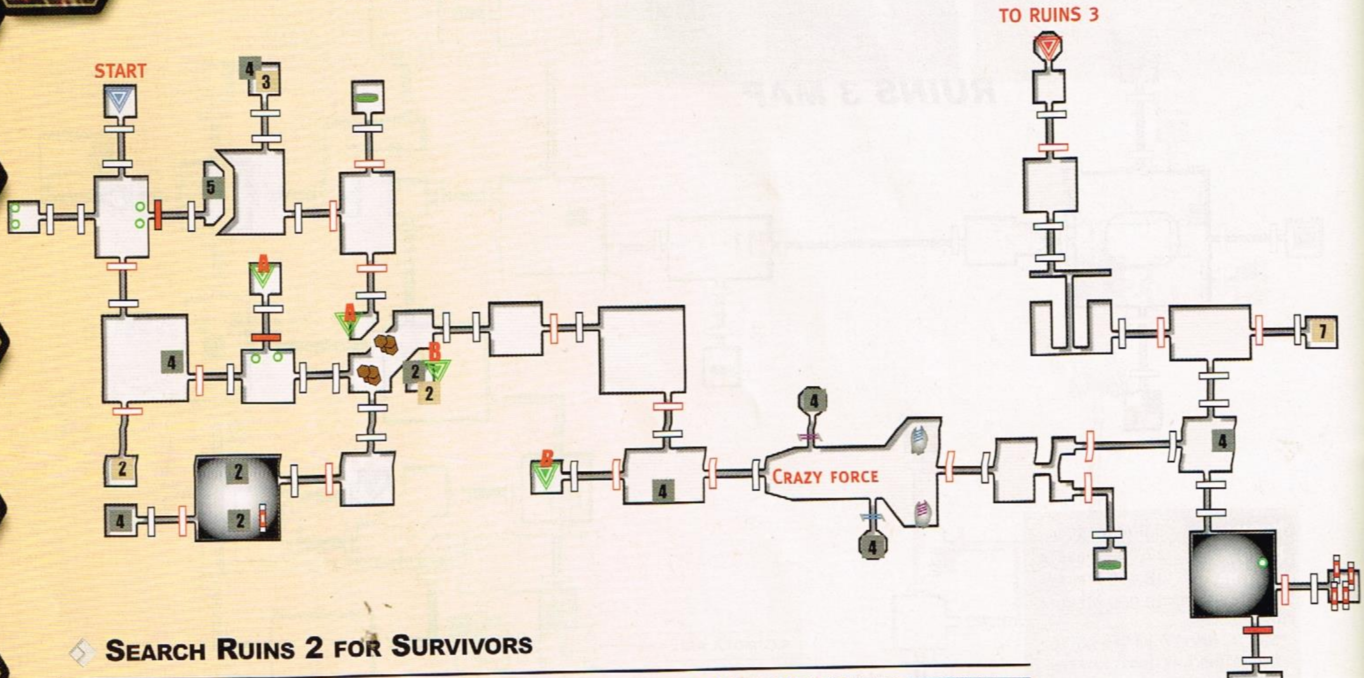
THE RETIRED HUNTER: MONSTER DATA

		HP	XP
DIMENIAN		270	22
LA DIMENIAN		300	24
SO DIMENIAN		330	26
DELSABER		400	25
CLAW		150	6
BULCLAW		200	24
DARK BELRA		500	28
DARK GUNNER		220	20
C. SORCERER		300	24
C. BRINGER		450	30

From The Depths

QUEST	"An earthquake occured on Ragol. The research team that was underground has disappeared."	**CLIENT**	Irene, secretary	**PREREQUISITES**	Clear all Tier 1 quests, gain access to the Ruins
		REWARD	3,500 Meseta	**RECOMMENDED LEVEL**	18-25 (Normal)

RUINS 2 MAP



Search Ruins 2 for Survivors

You'll find a bunch of survivors as you patrol Ruins 2, but they have an odd habit of disappearing into puffs of smoke after you talk to them. What's going on? I have no clue.The only one that doesn't disappear is a crazy Force lady in the large room that links the east and west wings of Ruins 2. But she won't survive for long... After you talk to her several times, she'll become possessed (?) and attack your character. You can fight back if you want, but it's more amusing to let the Dimenians do it for you. A large pack appears as soon as she goes nuts, and they'll be happy to rip her to shreds for you. After you destroy them, you'll be free to pillage the sparsely populated east wing, and take the transporter to Ruins 3.

Yes...heard the voice...
What? Oh, yes...please
take me back

From The Depths: Monster Data

Dimenian	La Dimenian	So Dimenian	Delsaber	Claw	Bulclaw	Dark Belra	Dark Gunner	C. Sorcerer	C. Bringer
HP 270	HP 300	HP 330	HP 400	HP 150	HP 200	HP 500	HP 220	HP 300	HP 450
XP 22	XP 24	XP 26	XP 25	XP 6	XP 24	XP 28	XP 20	XP 24	XP 30

FROM THE DEPTHS (CONT.)

MEET UP WITH ASH AGAIN

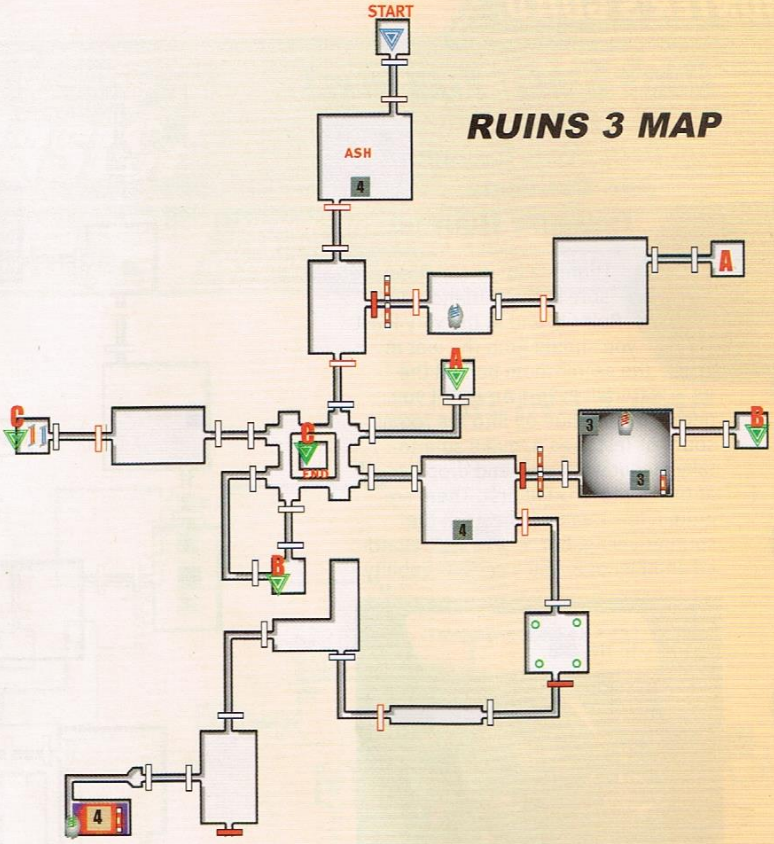
HP 229/266
TP 0/0
Lv 29
Lemur
Lv 28
ASH

In the first room of Ruins 3, you'll be reunited with Ash from the Battle Training quest. He's a lot tougher now, and while he isn't too aggressive with his fanky new Double Saber, at least he's pretty good at not getting himself killed. Cut through a few waves of enemies and head south.

WARP TO THE MYSTERIOUS MACHINE

HP 186/266
TP 0/0
Lv 29
Lemur
ASH

To get to the Mysterious Machine that is causing the earthquakes, you'll need to hit the green terminal to cut the laser barrier around Warp B. Then take Warps A & B to get to the blue and red terminals. When those are cleared, take Warp C straight to the end.



RUINS 3 MAP

TIER 5

Doc's Secret Plan

QUEST			
"I need someone to test my prototype weapon."	**CLIENT** Dr. Montague	**PREREQUISITES**	Clear all Tier 1 quests, gain access to the Ruins
	REWARD 9,000 Meseta	**RECOMMENDED LEVEL**	20-26 (Normal)

ESCORT ELENOR THROUGH THE RUINS

I created a weapon based on the data I've collected from Ragol.

Protecting Elenor—Dr. Montague's favorite Android—is your job. The ferocity of the enemies in this quest won't make that an easy task, so keep a Telepipe handy. She has a limited amount of healing items, so keep a high-level Resta or Star Atomizer on your action bar.

CLEAR THE ENEMIES IN TEST AREA 1

Most of the enemies in this area won't attack until you're in the middle of the test areas. Then they warp in and quickly surround you. This puts Elenor in a very vulnerable position, so you should strive to quickly kill all but one or two of the first wave, then run to a safer spot near the door before you finish the stragglers and later waves materialize. Hunters should use Swords or Partisans, and Forces should use Razonde.

BATTLE THROUGH TEST AREA 2

HP 258/258
TP 0/0
Lemur
ELENOR
Lockgun +1

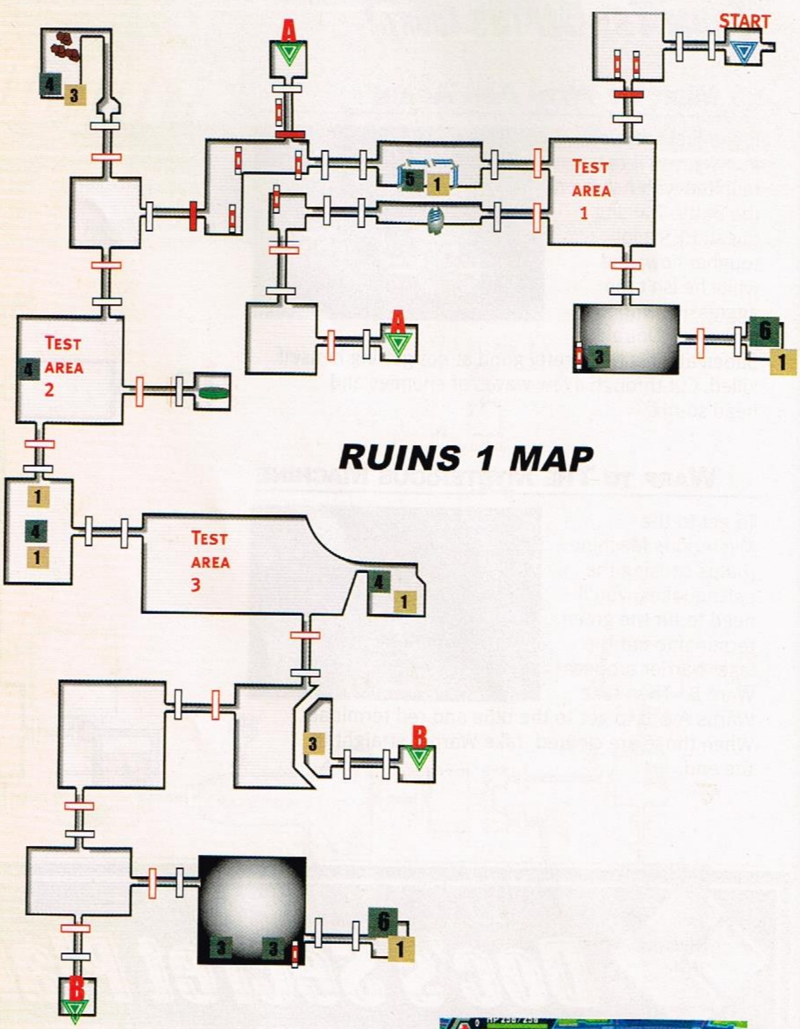
To get to Test Area 2, you'll need to head out the southwest door of the first Test Area, cross the heavily trapped corridor, and flip the first switch. Then double back and take the northwest door to get to the other three switches. That will open the door to a room with a Dark Belra, and south of that is Test Area 2. This one is tough! The second wave consists of a trio of Chaos Sorcerers, and you'll need to quickly lay into all of them so they'll disappear before they can kill Elenor with spells. Make sure to run to a corridor where Elenor will be more safe before the next wave of Dimenians and Delsabers attack. That same strategy is key in Test Area 3, which is right after the treasure room just south of Test Area 2 (be careful: There are falling traps above both yellow chests). Area 3 has the hardest and widest variety of enemies, but you'll be able to protect Elenor and pick them off from a distance if you make it to the doorway during the first wave.

DOC'S SECRET PLAN (CONT.)

PART WITH ELENOR AND CONTINUE TREASURE HUNTING

There's a lot of nice treasure in this variation of Ruins 1, and at the very least you should grab the loot in the secret room behind the waterfall in Test Area 3. If you decide to continue on into the rooms south of Test Area 3, make sure to take Elenor's telepipe and drop her off at the Hunter's Guild first. There are quite a few treasure chests in the southern wing, but they're well-guarded and Elenor is still a serious liability.

Let's go back and report to the Doc.


START
A
A
B
B
TEST AREA 1
TEST AREA 2
TEST AREA 3
4
3
5
1
6
1
3
4
1
4
1
4
1
3
3
3
6
1

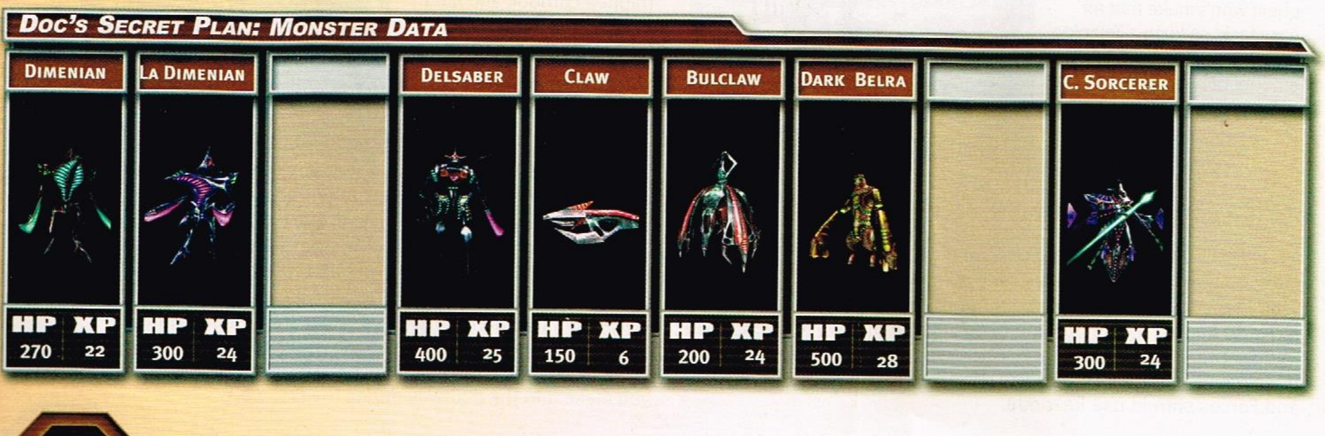
RUINS 1 MAP

DR. MONTAGUE'S PROMISE

This quest is short, fun, and ultimately very lucrative. Not only does Dr. Montague pony up 9 grand for your efforts, he also offers to share what he's learned and make you some new weapons. Unfortunately, you can't take advantage of this now. Even if you have the materials he's referring to (body parts of fallen enemies, like S-Beat or Delsaber Arms), he won't make you anything at this point. But if you beat all of the Hunter's Guild quests, and then track him down in one of the other ones in which he appears (like Unsealed Door), he'll make good on his promise.

If you bring me some materials. I think I can make a weapon for you.

DOC'S SECRET PLAN: MONSTER DATA



Monster	HP	XP
DIMENIAN	270	22
LA DIMENIAN	300	24
DELSABER	400	25
CLAW	150	6
BULCLAW	200	24
DARK BELRA	500	28
C. SORCERER	300	24

Seek My Master

QUEST	"My master, 'Great Sword Zoke' disappeared. Help me find him."	**CLIENT**	Shino, Android	**PREREQUISITES**	Clear all Tier 1 quests, gain access to the Ruins
		REWARD	6,000 Meseta	**RECOMMENDED LEVEL**	22-30 (Normal)

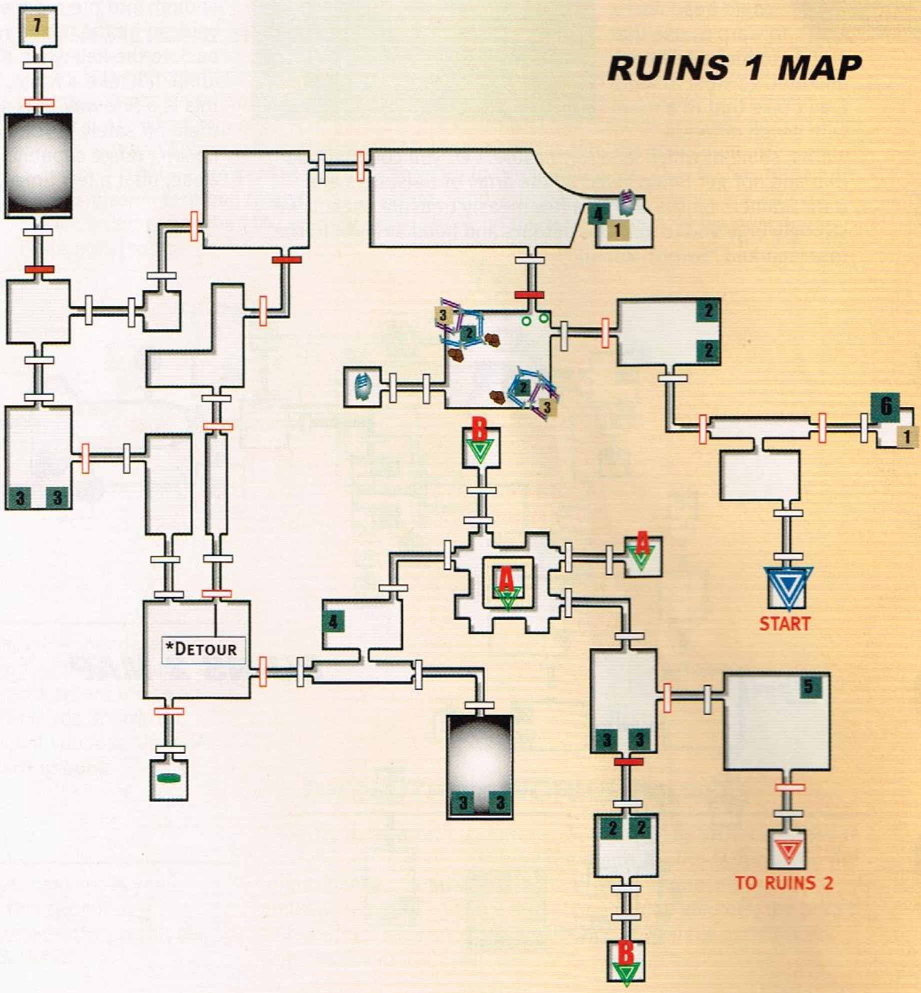
PURSUE GREAT SWORD ZOKE WITH SHINO

To clear this difficult quest, you'll need to slog through two long Ruins maps with Shino at your side. Don't let her level fool you: there's a reason Zoke left her behind, and it's the fact that she's useless in battle and very vulnerable. As in Unsealed Door, half the challenge is in just keeping her alive.

PROTECT SHINO FROM RUINS 1 MONSTERS

One of the main dangers to Shino are the Dark Belras. When you see these enemies, rush up to attack them head on before they can launch their claws. If they both fire at once, they can kill Shino instantly! When you get to the area marked "Detour," you have two choices: continue to the east or take a long detour through the northeast door to flip all the switches and unlock the northwest room with seven yellow chests full of weapons and armor. The hardest room is just north of the warp to Ruins 2. Prepare to protect Shino through several waves of Delsabers, Chaos Sorcerers, and Dark Belras.

RUINS 1 MAP



SEEK MY MASTER: MONSTER DATA

DIMENIAN	LA DIMENIAN	SO DIMENIAN	DELSABER	CLAW	BULCLAW	DARK BELRA	DARK GUNNER	C. SORCERER	C. BRINGER
HP 270	HP 300	HP 330	HP 400	HP 150	HP 200	HP 500	HP 220	HP 300	HP 450
XP 22	XP 24	XP 26	XP 25	XP 6	XP 24	XP 28	XP 20	XP 24	XP 30

SEEK MY MASTER (CONT.)

GO STRAIGHT TO THE SWORD ROOMS

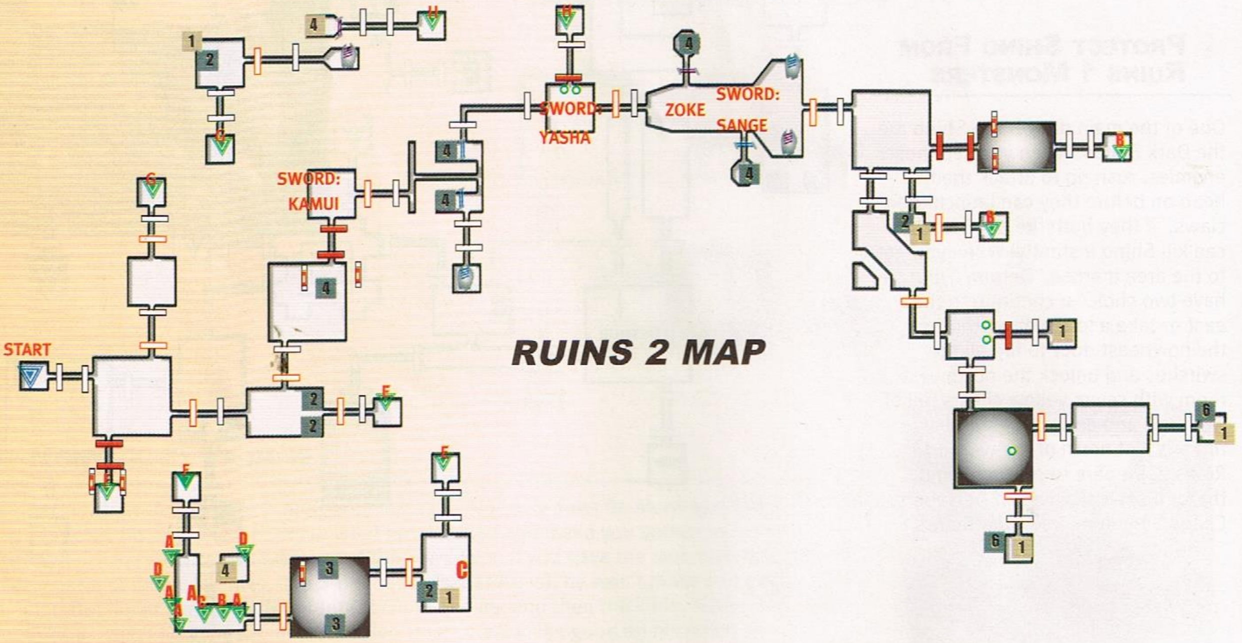
HP 197/266
TP 0/0
Lv 29 Lemur
Lv 25
SHINO

Most of Ruins 2 is a bizarre and complicated detour linked by several mini-warps. You *could* head north to warp G, use that to unlock a terminal, and then go west to Warp E and take that to a room with seven different warps, some of which lead to treasure... Or you could *not* do that and *not* get Shino killed by the army of Delsabers and Dark Gunners on the way to a few measly treasure chests. We strongly urge you to skip the detours and head straight to the room marked "Sword: Kamui."

DELSABER IN THE SWORD: KAMUI ROOM

HP 236/266
TP 0/0
Lv 29 Lemur
Lv 25
SHINO

With four Delsabers waiting to jump you, the "Sword: Kamui" room is the site of many a premature Shino death. Switch to a Handgun, go just far enough into the room so you can hit them, and run back to the hall when they jump. It'll take a while, but this is a fine way to pick them off safely. If you have no long range capabilities, you're in trouble. Try luring a Delsaber close, hit it a few times, then quickly run back into the hall.


START
SWORD: KAMUI
SWORD: YASHA
ZOKE
SWORD: SANGE
A
B
C
D
E
F
G
H
1
2
3
4
6

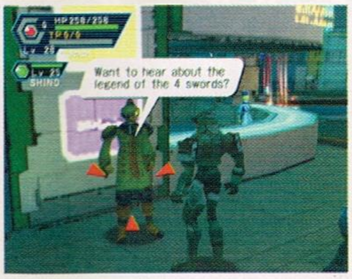
RUINS 2 MAP

FINAL BATTLE: GREAT SWORD ZOKE'S ROOM

HP 199/266
TP 0/0
Lv 29 Lemur
Lv 25
SHINO
17.1
Dark Gunner
Attribute:Dark

The final battle in Zoke's Room is a major challenge. The enemies won't appear until you're in the middle of the room, so Shino will be in serious danger as soon as the Chaos Bringer charges. Run in a wide circle to make Shino dodge, then kill the Chaos Bringer before it can recover. To finish off the room, pick everything else off from afar. The quest is over as soon as you can speak to Zoke.

THE MISSING LEGENDARY KATANA


HP 258/266
TP 0/0
SHINO

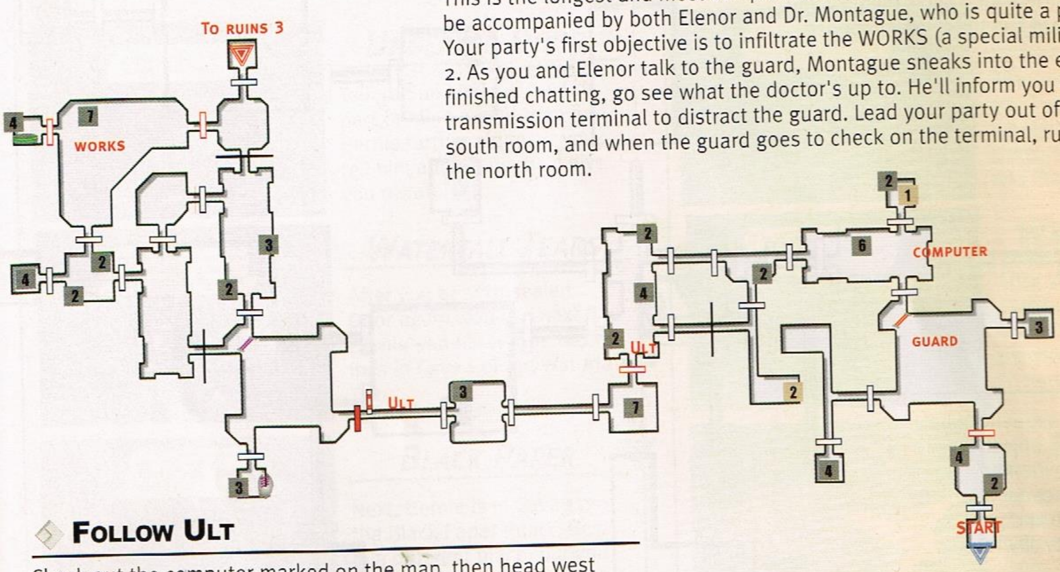
Want to hear about the legend of the 4 swords?

You can get the backstory on Zoke's Katanas if you talk to the Tekker near the Check Room (You can also read about it in any "Books of Katana" you find). Zoke had three of the four Katanas, but what about the fourth? It's called Agito, and like the tekker says, there are a lot of imitations. If you find a Katana and have beaten all the guild quests, bring it to this man and he'll tell you if it's the true Agito, or one of the six different imitations.

Soul of Steel

QUEST	"Please! Can you help me find my darling Android that I crafted with my own two hands?"	**CLIENT**	Dr. Montague	**PREREQUISITES**	Clear Doc's Secret Plan.
		REWARD	5,000 Meseta	**RECOMMENDED LEVEL**	25-30 (Normal)

MINE 2 MAP



INFILTRATE THE WORKS AREA

This is the longest and most complex of all the Hunter's Guild Quests. Fortunately, you'll be accompanied by both Elenor and Dr. Montague, who is quite a powerful FOnewm. Your party's first objective is to infiltrate the WORKS (a special military unit) area in Mine 2. As you and Elenor talk to the guard, Montague sneaks into the east room. After you're finished chatting, go see what the doctor's up to. He'll inform you that he has rigged a transmission terminal to distract the guard. Lead your party out of sight back into the south room, and when the guard goes to check on the terminal, run by his post and into the north room.

FOLLOW ULT

Check out the computer marked on the map, then head west (Elenor and Montague won't follow you) until you hear a rumbling. Turn around and enter the southern area where the two brown chests are to trigger a cutscene. Afterwards, follow Ult between the two points marked on the map. If you lose sight of her, you'll have to begin again from the starting point.

SNEAK PAST THE GUARDS

Guards patrol the next few rooms. If one of them spots you, you'll be booted back to the beginning of this section. Fortunately, these guys are pretty near-sighted—they won't see you unless you're standing right in front of them.

DEFEAT THREE WORKS SOLDIERS

Three soldiers attack you in the room marked "WORKS." They're pretty tough, but you can lead them into confrontations with the other enemies that materialize in the room to receive some unlikely help. Once you've defeated all three soldiers, the area's self-destruct sequence will commence at T-minus 20 minutes. Hurry to the Ruins 3 warp.

SOUL OF STEEL: MONSTER DATA

GILLCHIC	DUBCHIC	DUBWITCH	CANADINE	CANANE	SINOW BEAT	SINOW GOLD
HP 130	HP 150	HP 300	HP 160	HP 170	HP 220	HP 180
XP 18	XP 3	XP 0	XP 16	XP 17	XP 20	XP 20

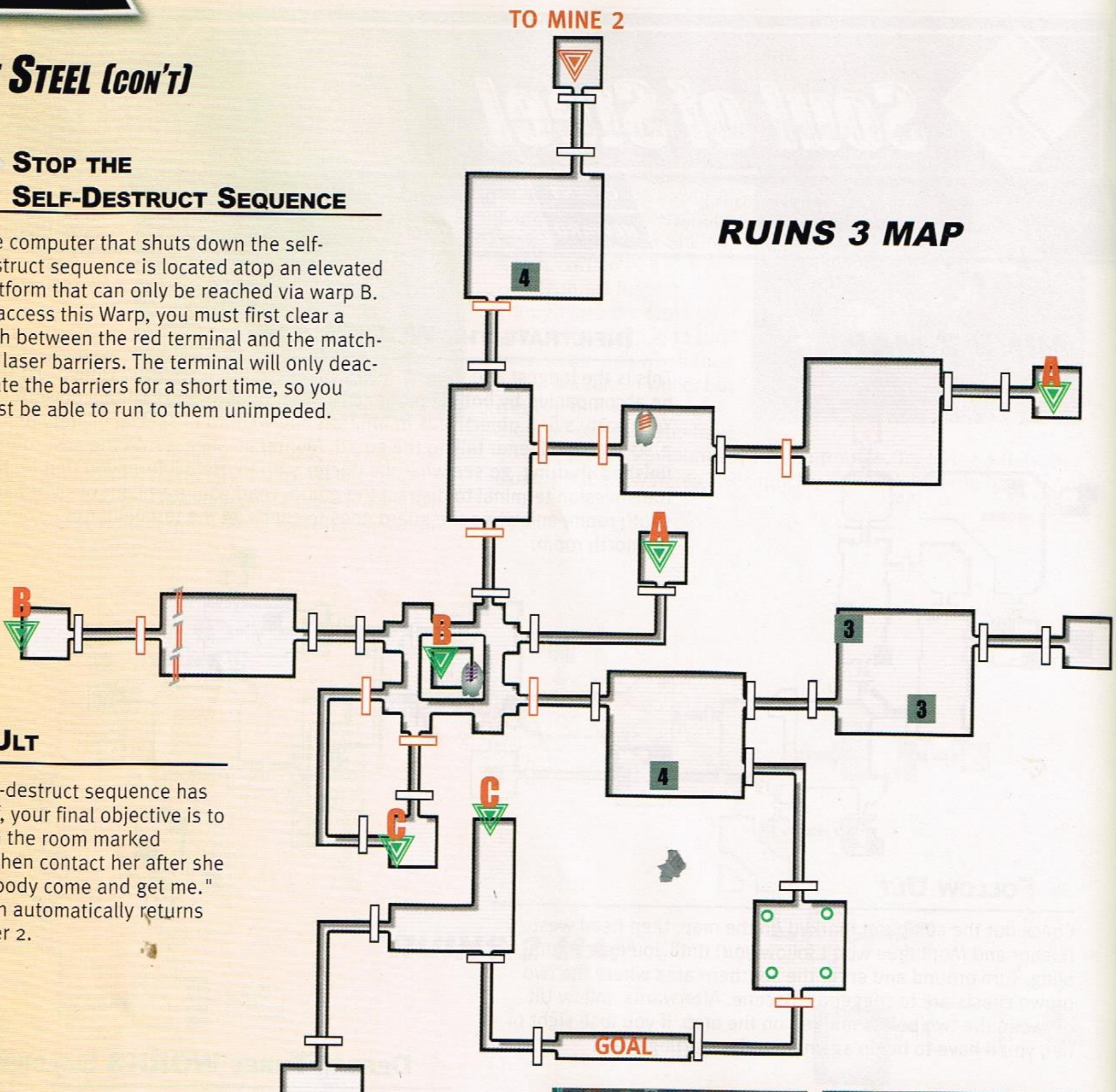
SOUL OF STEEL (CON'T)

STOP THE SELF-DESTRUCT SEQUENCE

The computer that shuts down the self-destruct sequence is located atop an elevated platform that can only be reached via warp B. To access this Warp, you must first clear a path between the red terminal and the matching laser barriers. The terminal will only deactivate the barriers for a short time, so you must be able to run to them unimpeded.

FIND ULT

Once the self-destruct sequence has been shut off, your final objective is to wait for Ult in the room marked "Goal," and then contact her after she says, "Somebody come and get me." A cinema then automatically returns you to Pioneer 2.



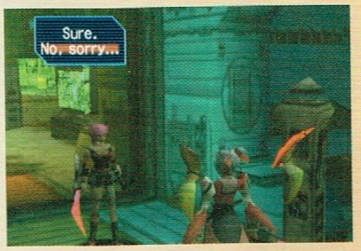
Moesha
MONTAGUE
ELENOR

Stop the Emergency Program!
Mission Accomplished!

SOUL OF STEEL: MONSTER DATA

DIMENIAN		LA DIMENIAN		SO DIMENIAN		DELSABER		CLAW		BULCLAW		DARK BELRA		DARK GUNNER		C. SORCERER		C. BRINGER	
HP	XP	HP	XP	HP	XP	HP	XP	HP	XP	HP	XP	HP	XP	HP	XP	HP	XP	HP	XP
270	22	300	24	330	26	400	25	150	6	200	24	500	28	220	20	300	24	450	30

THE SUE & BERNIE SUBPLOTS


Sure.
No, sorry...

At the end of the "Dr. Osto's Research" quest, Sue asks you for your name when you part ways with her. It's a seemingly innocuous moment, but the answer you give will determine which of two multi-quest subplots you can engage in. Like the Weapons Emblem side quest, you need to find a certain character in each quest and speak to them to advance the story. You then need to beat the quest, or the game won't record your accomplishment. Once you answer Sue's question, it won't matter if you go back and do it again. The only way to do the other subplot would be to do it in a seperate mode (such as Hard Mode) where you haven't finished Dr. Osto's Research yet.

IF YOU TOLD SUE YOUR NAME

I think... Have I met you before... hmm?

UNSEALED DOOR

Talk to Sue again in the first part of Mine 2, and then find Bernie farther along. If you tell him about Sue, he'll give you a warning...

You're safe... guess you haven't met the Black Hound face-to-face yet.

WATERFALL TEARS

After you beat Unsealed Door again, you can next find Bernie and his cryptic warnings in Cave 1 of the Waterfall Tears.

Can you help us? It's not a bad idea because...

BLACK PAPER

Next, Bernie is in Cave 1 of the Black Paper quest. He's in a different place, but you can always find him by looking for arrows on the map.

One of my comrades died. I'm not real happy now.

KNOWING ONE'S HEART

You will next see Bernie in the Mines, in the Knowing One's Heart quest. The whole Black Hound subplot is abandoned at this point.

To tell the truth, I had no interest in Ragol, or the government...

SEEK MY MASTER

The quest comes to an abrupt conclusion in the hall right before Great Sword Zoke's room. Will it continue in a downloadable quest?

TALKING TO SUE

If you told Bernie about Sue in Unsealed Door, you'll be able to interrogate Sue in town during the Waterfall Tears and Black Paper quests. These sessions are interesting, but don't really lead anywhere.

Why were you onboard?
What's your purpose?
Nothing.

IF YOU WOULDN'T TELL HER

It's not a good idea to be involved with Dr. Osto's research.

UNSEALED DOOR

After telling Sue, "sorry, no..." you'll run into her during the Unsealed Door quest. Listen to what she has to say, and then beat this quest.

I have orders to kill you. Let me devour your soul.

WATERFALL TEARS

After you beat Anna, you'll eventually run into your old friend Kireek. After a few pleasantries, he will attempt to murder you.

BLACK PAPER

If you defeated Kireek in Waterfall Tears, you'll find him waiting for a rematch in Cave 1 of this quest. This time, it's in the dark!

FROM THE DEPTHS

After you separate from Ash, go back to Ruins 2 and head all the way to the west. It's here you'll have your final confrontation with Kireek.

BATTLING KIREEK

Kireek is fairly difficult, so this should only be attempted by higher level characters (20+ for Hunters, but higher for Forces). If you have techniques, use Zonde to Short him out and paralyze him. If you don't, you'll just have to rush him. You can't escape his attacks. If you win in the final battle, you'll get his life-sapping Soul Eater! Any class can wield it, and it's pretty darn cool-looking.

PART V

APPENDICES

COMPLETE ITEMS AND WEAPONS CHART

There is so much data and so little space, so let's just get right to it, shall we? We'll begin on the next page with...

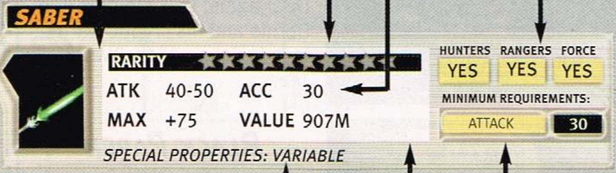
WEAPONS

WEAPON NAME AND IMAGE

WEAPON ACCURACY

RARITY LEVEL
The more stars, the later it appears in the game. See the Main Quest section for exact appearance data.

CLASS DATA
This weapon can be used by characters of any class.



SABER

RARITY ★★★★★★★★★

ATK 40-50 ACC 30

MAX +75 VALUE 907M

HUNTERS YES RANGERS YES FORCE YES

MINIMUM REQUIREMENTS: ATTACK 30

SPECIAL PROPERTIES: VARIABLE

ATTACK DATA
Each weapon has an attack range. When you equip a weapon, you'll only see the maximum attack (210) get added to your stats. But the Varista isn't so reliable: Its ATP could be as low as 155.

ITEM VALUE
This is roughly how much a Varista would cost if you could buy one. The price of weapons changes based on enhancements, photon efficiency, and elements, so your price might be different. Its resale value is always 1/8 of this amount.

MAX ENHANCEMENT
You can use Grinders to raise this weapon up to a Varista +9.

USAGE REQUIREMENTS
If your base Accuracy isn't at least 110 (including your Mag and Units), you can't equip this.

ELEMENT
All 9-star+ weapons have an element built in. See page 120 for more details.

ALSO IN THIS SECTION

Hunter Weapons 155
Force Weapons 157
Ranger Weapons 159
Special Items 161
Rare Weapons & Guards 162
Elements 166
Barrier/Shields 168
Armor/Frames 169
Units 170
Mags 171
Techniques 175

SABERS

This basic Hunter weapon can be used by any class that meets the minimum Attack requirements. Sabers are the most well-rounded weapons in the game, with a good mix of strength, accuracy, and speed. But their fairly short range puts one in a vulnerable spot in battle, so Saber wielders will either want a lot of healing items and spells or heavy back-up.

SABER

RARITY ★★★★★★★★★★

ATK 40-50 **ACC** 30

MAX +35 **VALUE** 907M

HUNTERS	RANGERS	FORCE
YES	YES	YES

MINIMUM REQUIREMENTS: ATTACK 30

SPECIAL PROPERTIES: VARIABLE

BRAND

RARITY ★☆☆☆☆☆☆☆☆☆

ATK 80-100 **ACC** 33

MAX +32 **VALUE** 3,000M

HUNTERS	RANGERS	FORCE
YES	YES	YES

MINIMUM REQUIREMENTS: ATTACK 90

SPECIAL PROPERTIES: VARIABLE

BUSTER

RARITY ★★☆☆☆☆☆☆☆☆

ATK 120-160 **ACC** 35

MAX +30 **VALUE** 7,680M

HUNTERS	RANGERS	FORCE
YES	YES	YES

MINIMUM REQUIREMENTS: ATTACK 155

SPECIAL PROPERTIES: VARIABLE

PALLASCH

RARITY ★★★☆☆☆☆☆☆☆

ATK 170-220 **ACC** 38

MAX +26 **VALUE** 15,870M

HUNTERS	RANGERS	FORCE
YES	YES	YES

MINIMUM REQUIREMENTS: ATTACK 233

SPECIAL PROPERTIES: VARIABLE

GLADIUS

RARITY ★★★★☆☆☆☆☆☆

ATK 240-280 **ACC** 40

MAX +18 **VALUE** 27,000M

HUNTERS	RANGERS	FORCE
YES	YES	YES

MINIMUM REQUIREMENTS: ATTACK 296

SPECIAL PROPERTIES: VARIABLE

DB'S SABER

RARITY ★★★★★★★★★☆

ATK 200-250 **ACC** 43

MAX +44 **VALUE** 25,870M

HUNTERS	RANGERS	FORCE
YES	YES	YES

MINIMUM REQUIREMENTS: ATTACK 320

SPECIAL PROPERTIES: SPIRIT: USES TP TO DO 2X DAMAGE

KALADGOLG

RARITY ★★★★★★★★★☆

ATK 260-320 **ACC** 45

MAX +25 **VALUE** 39,720M

HUNTERS	RANGERS	FORCE
YES	YES	YES

MINIMUM REQUIREMENTS: ATTACK 340

SPECIAL PROPERTIES: FREEZES: FREEZES ENEMIES

DURANDAL

RARITY ★★★★★★★★★☆

ATK 300-376 **ACC** 45

MAX +37 **VALUE** 42,667M

HUNTERS	RANGERS	FORCE
YES	NO	NO

MINIMUM REQUIREMENTS: ATTACK 360

SPECIAL PROPERTIES: LORDS: STEALS 20% OF EXP

SWORDS

These massive blades swing slowly, but swing twice as far and twice as wide as Sabers, and can hit multiple enemies with the same stroke. While their Attack scores are strong, they have poor Accuracy, so they're a bit risky when you're desperate to keep a single strong enemy at bay. Swords are the perfect weapon for HUcasts, who have a high enough Attack to equip them early and the Accuracy necessary to wield them well.

SWORD

RARITY ★☆☆☆☆☆☆☆☆☆

ATK 25-60 **ACC** 15

MAX +46 **VALUE** 1,350M

HUNTERS	RANGERS	FORCE
YES	NO	NO

MINIMUM REQUIREMENTS: ATTACK 82

SPECIAL PROPERTIES: VARIABLE

GIGUSH

RARITY ★★☆☆☆☆☆☆☆☆

ATK 55-100 **ACC** 18

MAX +32 **VALUE** 3,750M

HUNTERS	RANGERS	FORCE
YES	NO	NO

MINIMUM REQUIREMENTS: ATTACK 169

SPECIAL PROPERTIES: VARIABLE

BREAKER

RARITY ★★★☆☆☆☆☆☆☆

ATK 100-150 **ACC** 20

MAX +18 **VALUE** 8,437M

HUNTERS	RANGERS	FORCE
YES	NO	NO

MINIMUM REQUIREMENTS: ATTACK 258

SPECIAL PROPERTIES: VARIABLE

CLAYMORE

RARITY ★★★★☆☆☆☆☆☆

ATK 150-200 **ACC** 23

MAX +16 **VALUE** 15,000M

HUNTERS	RANGERS	FORCE
YES	NO	NO

MINIMUM REQUIREMENTS: ATTACK 316

SPECIAL PROPERTIES: VARIABLE

CALIBUR

RARITY ★★★★★☆☆☆☆☆

ATK 210-255 **ACC** 25

MAX +10 **VALUE** 25,350M

HUNTERS	RANGERS	FORCE
YES	NO	NO

MINIMUM REQUIREMENTS: ATTACK 371

SPECIAL PROPERTIES: VARIABLE

FLOWEN'S SWORD

RARITY ★★★★★★★★★☆

ATK 230-300 **ACC** 28

MAX +21 **VALUE** 30,600M

HUNTERS	RANGERS	FORCE
YES	NO	NO

MINIMUM REQUIREMENTS: ATTACK 430

SPECIAL PROPERTIES: SOUL:REFILL 5% OF PLAYER'S TP

LAST SURVIVOR

RARITY ★★★★★★★★★☆

ATK 275-321**ACC** 30

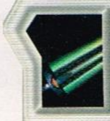
MAX +31 **VALUE** 42,750M

HUNTERS	RANGERS	FORCE
YES	NO	NO

MINIMUM REQUIREMENTS: ATTACK 470

SPECIAL PROPERTIES: FILL: STEAL 13% OF ENEMY'S HP

DRAGON SLAYER



RARITY ★★★★★★★★★☆

ATK 345-352 **ACC** 30

MAX +34 **VALUE** 42,000M

HUNTERS	RANGERS	FORCE
YES	NO	NO

MINIMUM REQUIREMENTS: ATTACK 480

SPECIAL PROPERTIES: FIRE: FIRE-TYPE ATTACK

DAGGERS

Don't let the low attack scores fool you: these blades hit at least twice with each swing, and a well-timed combo can do a ton of damage while suppressing counter attacks (and keeping foes from turning around if you're hitting from behind). The downside is the miserably short range, but you can work around this by launching an attack combo early so you'll intercept the approaching foe on the second hit.

DAGGER

RARITY ★☆☆☆☆☆☆☆☆☆
ATK 25-40 ACC 20
MAX +65 VALUE 1,224M
HUNTERS YES RANGERS NO FORCE NO
MINIMUM REQUIREMENTS: ATTACK 65
SPECIAL PROPERTIES: VARIABLE

KNIFE

RARITY ★★☆☆☆☆☆☆☆☆
ATK 50-70 ACC 22
MAX +50 VALUE 4,225M
HUNTERS YES RANGERS NO FORCE NO
MINIMUM REQUIREMENTS: ATTACK 117
SPECIAL PROPERTIES: VARIABLE

BLADE

RARITY ★★★☆☆☆☆☆☆☆
ATK 80-100 ACC 24
MAX +35 VALUE 11,025M
HUNTERS YES RANGERS NO FORCE NO
MINIMUM REQUIREMENTS: ATTACK 182
SPECIAL PROPERTIES: VARIABLE

EDGE

RARITY ★★★★☆☆☆☆☆☆
ATK 105-130 ACC 26
MAX +25 VALUE 6,075M
HUNTERS YES RANGERS NO FORCE NO
MINIMUM REQUIREMENTS: ATTACK 281
SPECIAL PROPERTIES: VARIABLE

RIPPER

RARITY ★★★★★☆☆☆☆☆
ATK 125-160 ACC 28
MAX +15 VALUE 18,225M
HUNTERS YES RANGERS NO FORCE NO
MINIMUM REQUIREMENTS: ATTACK 340
SPECIAL PROPERTIES: VARIABLE

BLADE DANCE

RARITY ★★★★★★★★★☆
ATK 110-180 ACC 30
MAX +30 VALUE 36,225M
HUNTERS YES RANGERS NO FORCE NO
MINIMUM REQUIREMENTS: ATTACK 385
SPECIAL PROPERTIES: SEIZE: MAY PARALYZE ENEMY

BLOODY ART

RARITY ★★★★★★★★★☆
ATK 120-175ACC 32
MAX +42 VALUE 31,500M
HUNTERS YES RANGERS NO FORCE NO
MINIMUM REQUIREMENTS: ATTACK 412
SPECIAL PROPERTIES: DEVIL: CUTS ENEMY'S HP BY 1/2

CROSS SCAR

RARITY ★★★★★★★★★☆
ATK 135-220 ACC 32
MAX +28 VALUE 39,625M
HUNTERS YES RANGERS NO FORCE NO
MINIMUM REQUIREMENTS: ATTACK 463
SPECIAL PROPERTIES: STORM: LIGHTNING-TYPE ATTACK

PARTISANS

These weapons have very strict minimum Attack requirements, so only HUcasts can use them at lower levels. Partisans are like Swords, but with a slightly longer and wider swing (the best range of any melee weapon). Their higher Accuracy comes at the expense of Attack, but the range and reliability make it the ideal weapon for times (like in the Mines) when you're desperate to keep a large army of enemies from getting into attack range.

PARTISAN

RARITY ★☆☆☆☆☆☆☆☆☆
ATK 30-40 ACC 20
MAX +35 VALUE 1,600M
HUNTERS YES RANGERS NO FORCE NO
MINIMUM REQUIREMENTS: ATTACK 124
SPECIAL PROPERTIES: VARIABLE

HALBERT

RARITY ★★☆☆☆☆☆☆☆☆
ATK 65-75 ACC 23
MAX +30 VALUE 5,625M
HUNTERS YES RANGERS NO FORCE NO
MINIMUM REQUIREMENTS: ATTACK 192
SPECIAL PROPERTIES: VARIABLE

GLAIVE

RARITY ★★★☆☆☆☆☆☆☆
ATK 95-110 ACC 26
MAX +25 VALUE 12,100M
HUNTERS YES RANGERS NO FORCE NO
MINIMUM REQUIREMENTS: ATTACK 286
SPECIAL PROPERTIES: VARIABLE

BERDYS

RARITY ★★★★☆☆☆☆☆☆
ATK 130-145 ACC 29
MAX +20 VALUE 21,025M
HUNTERS YES RANGERS NO FORCE NO
MINIMUM REQUIREMENTS: ATTACK 335
SPECIAL PROPERTIES: VARIABLE

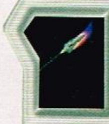
GUNGNIR

RARITY ★★★★★☆☆☆☆☆
ATK 150-180 ACC 32
MAX +10 VALUE 32,400M
HUNTERS YES RANGERS NO FORCE NO
MINIMUM REQUIREMENTS: ATTACK 450
SPECIAL PROPERTIES: VARIABLE

BRIONAC

RARITY ★★★★★★★★★☆
ATK 150-182 ACC 33
MAX +15 VALUE 34,600M
HUNTERS YES RANGERS NO FORCE NO
MINIMUM REQUIREMENTS: ATTACK 475
SPECIAL PROPERTIES: SOUL: REFILL 5% OF PLAYER'S TP

VJAYA



RARITY ★★★★★★★★★☆
ATK 160-220 ACC 36
MAX +15 VALUE 44,000M
HUNTERS YES RANGERS NO FORCE NO
MINIMUM REQUIREMENTS: ATTACK 480
SPECIAL PROPERTIES: CHARGE: USES $ TO DO 2X DAMAGE

GAE BOLG

RARITY ★★★★★★★★★☆
ATK 215-220 ACC 36
MAX +30 VALUE 57,400M
HUNTERS YES RANGERS NO FORCE NO
MINIMUM REQUIREMENTS: ATTACK 500
SPECIAL PROPERTIES: FREEZE: FREEZES ENEMIES

SLICERS

Slicers are the only long-range weapon that can cut through one enemy to hit others behind it. They'll even zig-zag, like the Gizonde spell, to hit multiple enemies. They lack the accuracy and power of Handguns, but since the usage requirements are based on Attack instead of Accuracy, they're easier for Hunters to equip. They can even be used by higher level Rangers and Forces, but Rangers have better long-range options. Sadly, Slicers aren't very good at disarming traps.

		RARITY	ATK	ACC	MAX	VALUE	HUNTERS	RANGERS	FORCE	MINIMUM REQUIREMENTS:	SPECIAL PROPERTIES:
SLICER		★☆☆☆☆☆☆☆☆☆	5-15	13	+20	270M	YES	YES	YES	ATTACK 135	VARIABLE
SPINNER		★★☆☆☆☆☆☆☆☆	10-30	16	+20	1,080M	YES	YES	YES	ATTACK 204	VARIABLE
CUTTER		★★★☆☆☆☆☆☆☆	35-55	19	+15	3,630M	YES	YES	YES	ATTACK 302	VARIABLE
SAWCER		★★★★☆☆☆☆☆☆	60-80	22	+15	7,680M	YES	YES	YES	ATTACK 395	VARIABLE
DISKA		★★★★★☆☆☆☆☆	85-105	25	+10	13,230M	YES	YES	YES	ATTACK 476	VARIABLE
SLICER OF ASSASSIN		★★★★★★★★★☆	120-125	28	+9	28,280M	YES	YES	YES	ATTACK 475	DARK: ONE-HIT KILL
DISKA OF LIBERATOR		★★★★★★★★★☆	120-146	31	+12	36,000M	YES	YES	YES	ATTACK 480	HAVOC: CONFUSES ENEMIES
DISKA OF BRAVEMAN		★★★★★★★★★☆	150-167	31	+9	43,680M	YES	NO	NO	ATTACK 495	BERSERK: USES HP TO DO 2X DAMAGE

CANES

Personally, I think the best weapon for Forces is a simple Draw-series, Heart-series, or Dim-series Handgun. But Canes, their standard weapons, are not without their charms. Sure, they're slow and don't do much damage, but they're accurate enough that you can count on them for that final bop when you know an enemy is close to death. When resources are tight, use 'em to club weak enemies and save yourself some TP.

		RARITY	ATK	ACC	MAX	VALUE	HUNTERS	RANGERS	FORCE	MINIMUM REQUIREMENTS:	SPECIAL PROPERTIES:
CANE		☆☆☆☆☆☆☆☆☆☆	20-30	30	+55	675M	NO	NO	YES	MENTAL 50	VARIABLE
STICK		★☆☆☆☆☆☆☆☆☆	50-60	32	+40	2,700M	NO	NO	YES	MENTAL 150	VARIABLE
MACE		★★☆☆☆☆☆☆☆☆	90-90	33	+25	6,075M	NO	NO	YES	MENTAL 300	VARIABLE
CLUB		★★★☆☆☆☆☆☆☆	110-120	35	+10	10,800M	NO	NO	YES	MENTAL 420	VARIABLE
CLUB OF LACONIUM		★★★★★★★★★☆	140-150	36	+9	25,875M	NO	NO	YES	MENTAL 430	FLAME: FIRE-TYPE ATTACK
MACE OF ADAMAN		★★★★★★★★★☆	170-170	38	+9	33,300M	NO	NO	YES	MENTAL 440	STORM: LIGHTNING-TYPE ATTACK
CLUB OF ZUMIURAN		★★★★★★★★★☆	178-180	39	+9	45,300M	NO	NO	YES	MENTAL 450	DARK: ONE-HIT KILL

RODS

Rods are actually pretty cool. Your Force looks a lot more credible holding one of those than some dopey cane or frilly little wand, so that's one plus. Also, they have pretty solid range, so you can hit an enemy with less fear of retaliation, and their Accuracy and Attack are as good as it's ever gonna get for a Force. They're kind of like Hunter Partisans, but alas, they can only hit one enemy per swing.

ROD

RARITY	★☆☆☆☆☆☆☆☆☆		
ATK	25-45	ACC	35
MAX	+75	VALUE	1,215M

HUNTERS	RANGERS	FORCE
NO	NO	YES

MINIMUM REQUIREMENTS: MENTAL 80

SPECIAL PROPERTIES: VARIABLE

POLE

RARITY	★★☆☆☆☆☆☆☆☆		
ATK	55-80	ACC	37
MAX	+50	VALUE	3,840M

HUNTERS	RANGERS	FORCE
NO	NO	YES

MINIMUM REQUIREMENTS: MENTAL 200

SPECIAL PROPERTIES: VARIABLE

BLOW

RARITY	★★★☆☆☆☆☆☆☆		
ATK	85-115	ACC	38
MAX	+30	VALUE	7,935M

HUNTERS	RANGERS	FORCE
NO	NO	YES

MINIMUM REQUIREMENTS: MENTAL 340

SPECIAL PROPERTIES: VARIABLE

STRIKER

RARITY	★★★★☆☆☆☆☆☆		
ATK	100-150	ACC	39
MAX	+20	VALUE	13,500M

HUNTERS	RANGERS	FORCE
NO	NO	YES

MINIMUM REQUIREMENTS: MENTAL 450

SPECIAL PROPERTIES: VARIABLE

BATTLE VERGE

RARITY	★★★★★★★★★☆		
ATK	130-185	ACC	41
MAX	+15	VALUE	29,535M

HUNTERS	RANGERS	FORCE
NO	NO	YES

MINIMUM REQUIREMENTS: MENTAL 460

SPECIAL PROPERTIES: DEVIL: CUTS ENEMY HP BY 1/2

BRAVE HAMMER

RARITY	★★★★★★★★★☆		
ATK	170-220	ACC	43
MAX	+15	VALUE	33,040M

HUNTERS	RANGERS	FORCE
NO	NO	YES

MINIMUM REQUIREMENTS: MENTAL 470

SPECIAL PROPERTIES: SPIRIT: USES TP TO DO 2X DAMAGE

ALIVE AGHU

RARITY	★★★★★★★★★☆		
ATK	210-230	ACC	45
MAX	+15	VALUE	49,560M

HUNTERS	RANGERS	FORCE
NO	NO	YES

MINIMUM REQUIREMENTS: MENTAL 480

SPECIAL PROPERTIES: FILL: STEAL 13% OF ENEMY'S HP

WANDS

These super-weak weapons have two things going for them: They're very quick, so if you only use your weapon for smacking fallen Rappies and opening chests, they're pretty handy; Two, they raise your Mind stat (by 10-20 MST, depending on the weapon). It's not a lot, but every Force should keep one on hand at all times. That way, if you're ever within 10 MST of learning a new technique, you can equip it, learn it a few levels early, and unequip it.

WAND

RARITY	★☆☆☆☆☆☆☆☆☆		
ATK	3-10	ACC	25
MAX	+15	VALUE	200M

HUNTERS	RANGERS	FORCE
NO	NO	YES

MINIMUM REQUIREMENTS: MENTAL 114

SPECIAL PROPERTIES: VARIABLE

STAFF

RARITY	★★☆☆☆☆☆☆☆☆		
ATK	10-30	ACC	27
MAX	+15	VALUE	1,800M

HUNTERS	RANGERS	FORCE
NO	NO	YES

MINIMUM REQUIREMENTS: MENTAL 250

SPECIAL PROPERTIES: VARIABLE

BATON

RARITY	★★★☆☆☆☆☆☆☆		
ATK	35-50	ACC	28
MAX	+10	VALUE	5,000M

HUNTERS	RANGERS	FORCE
NO	NO	YES

MINIMUM REQUIREMENTS: MENTAL 380

SPECIAL PROPERTIES: VARIABLE

SCEPTER

RARITY	★★★★☆☆☆☆☆☆		
ATK	55-75	ACC	30
MAX	+10	VALUE	11,250M

HUNTERS	RANGERS	FORCE
NO	NO	YES

MINIMUM REQUIREMENTS: MENTAL 460

SPECIAL PROPERTIES: VARIABLE

FIRE SCEPTER

RARITY	★★★★★★★★★☆		
ATK	70-95	ACC	31
MAX	+29	VALUE	29,000M

HUNTERS	RANGERS	FORCE
NO	NO	YES

MINIMUM REQUIREMENTS: MENTAL 470

SPECIAL PROPERTIES: FLAME: FIRE-TYPE ATTACK

ICE STAFF: DRAGON

RARITY	★★★★★★★★★☆		
ATK	73-105	ACC	33
MAX	+9	VALUE	40,250M

HUNTERS	RANGERS	FORCE
NO	NO	YES

MINIMUM REQUIREMENTS: MENTAL 480

SPECIAL PROPERTIES: FREEZE: FREEZES ENEMIES

STORM WAND: INDRA

RARITY	★★★★★★★★★☆		
ATK	105-120	ACC	34
MAX	+9	VALUE	54,000M

HUNTERS	RANGERS	FORCE
NO	NO	YES

MINIMUM REQUIREMENTS: MENTAL 490

SPECIAL PROPERTIES: STORM: LIGHTNING-TYPE ATTACK

Handguns

Handguns are solid weapons that come in handy for any class. When Hunters and Forces need to pick off an enemy from far away or disarm traps, there's just no substitute... And if it's a Draw, Heart or Dim-series Handgun, all the better. But Rangers usually have better options; Rifles have longer range, more accuracy, and do more damage. So a Ranger with a good Rifle-series weapons should leave the Handguns for the Hunters and Forces.

	NAME	RARITY	ATK	ACC	MAX	VALUE	HUNTERS	RANGERS	FORCE	MINIMUM REQUIREMENTS: ACCURACY	SPECIAL PROPERTIES
	HANDGUN	☆☆☆☆☆☆☆☆☆☆	20-30	26	+75	642M	YES	YES	YES	68	VARIABLE
	AUTOGUN	★☆☆☆☆☆☆☆☆☆	45-65	29	+50	3,500M	YES	YES	YES	78	VARIABLE
	LOCKGUN	★★☆☆☆☆☆☆☆☆	80-100	31	+35	8,642M	YES	YES	YES	88	VARIABLE
	RAILGUN	★★★☆☆☆☆☆☆☆	120-140	33	+25	16,071M	YES	YES	YES	98	VARIABLE
	RAYGUN	★★★★☆☆☆☆☆☆	150-180	35	+15	25,785M	YES	YES	YES	108	VARIABLE
	VARISTA	★★★★★★★★★☆	155-210	38	+25	40,500M	YES	YES	YES	110	SEIZE: May Paralyze Enemy
	CUSTOM RAY V.00	★★★★★★★★★☆	165-195	40	20	36,160M	YES	YES	YES	114	FLAME: Fire-type Attack
	BRAVACE	★★★★★★★★★☆	190-230	40	+30	53,642M	NO	YES	NO	118	STORM: Lightning-type Attack

Rifles

Nothing beats a good Rifle. The difference in range between Handguns and Rifles seems small (just a few meters), but it's often the difference between firing frantically at an uncoming enemy and calmly snuffing out an oblivious beast who's too far away to even react to your presence! They're great for bosses too, because they can usually hit the Dragon in the air, De Rol Le in the water, and Dark Force's final form from anywhere.

	NAME	RARITY	ATK	ACC	MAX	VALUE	HUNTERS	RANGERS	FORCE	MINIMUM REQUIREMENTS: ACCURACY	SPECIAL PROPERTIES
	RIFLE	★☆☆☆☆☆☆☆☆☆	10-50	38	+65	1,250M	NO	YES	NO	72	VARIABLE
	SNIPER	★★☆☆☆☆☆☆☆☆	50-90	41	+55	4,050M	NO	YES	NO	83	VARIABLE
	BLASTER	★★★☆☆☆☆☆☆☆	100-130	44	+45	8,450M	NO	YES	NO	100	VARIABLE
	BEAM	★★★★☆☆☆☆☆☆	140-170	47	+35	14,450M	NO	YES	NO	106	VARIABLE
	LASER	★★★★★☆☆☆☆☆	200-210	50	+25	26,450M	NO	YES	NO	115	VARIABLE
	VISK-235W	★★★★★★★★★☆	220-250	53	+15	40,250M	NO	YES	NO	118	SEIZE: May Paralyze Enemy
	WALS-MK2	★★★★★★★★★☆	260-280	56	+9	45,450M	NO	YES	NO	120	HAVOC: Confuses Enemies
	JUSTY-235T	★★★★★★★★★☆	290-320	58	+15	51,050M	NO	YES	NO	125	DEVIL: Cuts Enemy's HP by 1/2

MECHGUNS

Like Handguns, Mechguns can be used by any class. Unlike Handguns, no class ever seems to actually want to use them. Sure, they fire several bullets at once, but they do minimal damage, have poor Accuracy, and their long animation cycle leaves you vulnerable. They can be fun when they have a nice ability... We found a Charge Repeater that was great against bosses, but like all Mechguns, it was too unreliable in normal combat.

MECHGUN

RARITY ★☆☆☆☆☆☆☆☆☆☆☆

ATK 2-4 **ACC** 0

MAX +9 **VALUE** 600M

HUNTERS	RANGERS	FORCE
YES	YES	YES

MINIMUM REQUIREMENTS: ACCURACY 79

SPECIAL PROPERTIES: VARIABLE

ASSAULT

RARITY ★★☆☆☆☆☆☆☆☆☆☆

ATK 5-8 **ACC** 3

MAX +9 **VALUE** 2,400M

HUNTERS	RANGERS	FORCE
YES	YES	YES

MINIMUM REQUIREMENTS: ACCURACY 87

SPECIAL PROPERTIES: VARIABLE

REPEATER

RARITY ★★★☆☆☆☆☆☆☆☆☆

ATK 5-12 **ACC** 6

MAX +9 **VALUE** 5,400M

HUNTERS	RANGERS	FORCE
YES	YES	YES

MINIMUM REQUIREMENTS: ACCURACY 97

SPECIAL PROPERTIES: VARIABLE

GATLING

RARITY ★★★★☆☆☆☆☆☆☆☆

ATK 5-16 **ACC** 9

MAX +9 **VALUE** 9,600M

HUNTERS	RANGERS	FORCE
YES	YES	YES

MINIMUM REQUIREMENTS: ACCURACY 109

SPECIAL PROPERTIES: VARIABLE

VULCAN

RARITY ★★★★★☆☆☆☆☆☆☆

ATK 5-20 **ACC** 12

MAX +9 **VALUE** 15,000M

HUNTERS	RANGERS	FORCE
YES	YES	YES

MINIMUM REQUIREMENTS: ACCURACY 117

SPECIAL PROPERTIES: VARIABLE

M&A60 UZIS

RARITY ★★★★★★★★★★★☆

ATK 15-25 **ACC** 15

MAX +9 **VALUE** 32,437M

HUNTERS	RANGERS	FORCE
YES	YES	YES

MINIMUM REQUIREMENTS: ACCURACY 120

SPECIAL PROPERTIES: BERSERK: USES HP TO DO 2X DAMAGE

H & S25 JUSTICE

RARITY ★★★★★★★★★★★☆

ATK 10-30 **ACC** 18

MAX +9 **VALUE** 42,750M

HUNTERS	RANGERS	FORCE
YES	YES	YES

MINIMUM REQUIREMENTS: ACCURACY 122

SPECIAL PROPERTIES: FREEZES: MAY FREEZE ENEMY

L & K14 COMBAT

RARITY ★★★★★★★★★★★☆

ATK 15-30 **ACC** 18

MAX +20 **VALUE** 51,667M

HUNTERS	RANGERS	FORCE
NO	YES	NO

MINIMUM REQUIREMENTS: ACCURACY 124

SPECIAL PROPERTIES: SEIZE: MAY PARALYZE ENEMY

SHOTS

Shots fire a spread of five different bullets that are capable of homing in on five different enemies. They don't do much damage and fire slowly, but since they pretty much guarantee you'll get a piece of every enemy in the room, they're amazing when you're out for EXP. In offline mode, though, they're a bit iffy. They're great against packs of Claws and the like, but you'll want a weapon with some punch you can switch to against powerful enemies.

SHOT

RARITY ★☆☆☆☆☆☆☆☆☆☆☆

ATK 20-25 **ACC** 27

MAX +20 **VALUE** 1,041M

HUNTERS	RANGERS	FORCE
NO	YES	NO

MINIMUM REQUIREMENTS: ACCURACY 85

SPECIAL PROPERTIES: VARIABLE

SPREAD

RARITY ★★☆☆☆☆☆☆☆☆☆☆

ATK 30-50 **ACC** 28

MAX +20 **VALUE** 4,166M

HUNTERS	RANGERS	FORCE
NO	YES	NO

MINIMUM REQUIREMENTS: ACCURACY 90

SPECIAL PROPERTIES: VARIABLE

CANNON

RARITY ★★★☆☆☆☆☆☆☆☆☆

ATK 40-80 **ACC** 30

MAX +15 **VALUE** 10,666M

HUNTERS	RANGERS	FORCE
NO	YES	NO

MINIMUM REQUIREMENTS: ACCURACY 102

SPECIAL PROPERTIES: VARIABLE

LAUNCHER

RARITY ★★★★☆☆☆☆☆☆☆☆

ATK 50-110 **ACC** 31

MAX +15 **VALUE** 20,166M

HUNTERS	RANGERS	FORCE
NO	YES	NO

MINIMUM REQUIREMENTS: ATTACK 112

SPECIAL PROPERTIES: VARIABLE

ARMS

RARITY ★★★★★☆☆☆☆☆☆☆

ATK 60-140 **ACC** 33

MAX +10 **VALUE** 32,666M

HUNTERS	RANGERS	FORCE
NO	YES	NO

MINIMUM REQUIREMENTS: ACCURACY 120

SPECIAL PROPERTIES: VARIABLE

CRUSH BULLET

RARITY ★★★★★★★★★★★☆

ATK 85-133 **ACC** 34

MAX +25 **VALUE** 38,481M

HUNTERS	RANGERS	FORCE
NO	YES	NO

MINIMUM REQUIREMENTS: ACCURACY 122

SPECIAL PROPERTIES: FILL: STEAL 13% OF ENEMY'S HP

METEOR SMASH

RARITY ★★★★★★★★★★★☆

ATK 80-160 **ACC** 36

MAX +25 **VALUE** 51,666M

HUNTERS	RANGERS	FORCE
NO	YES	NO

MINIMUM REQUIREMENTS: ACCURACY 125

SPECIAL PROPERTIES: SOUL: REFILL 5% OF PLAYER'S TP

FINAL IMPACT

RARITY ★★★★★★★★★★★☆

ATK 95-170 **ACC** 36

MAX +30 **VALUE** 57,166M

HUNTERS	RANGERS	FORCE
NO	YES	NO

MINIMUM REQUIREMENTS: ACCURACY 125

SPECIAL PROPERTIES: LORD'S: STEALS 20% OF EXP

SPECIAL ITEMS

QUEST WEAPONS

There are two different Special Weapons you can get for beating subplots in the Hunter's Guild Quests. If you succeed in tracking down all of the members of WEAPONS, and return (after beating all of the quests), the woman who gave you your first WEAPONS Emblem will introduce you to the boss. She'll give you the ten-star Frying Pan, a bizarre special weapon that is basically a Saber with the Soul ability. It's hardly the best special weapon, but it can easily be used by any character.

The other side quest is a bit trickier to find. To get the details on how to battle Kireek for his ten star weapon, see page 110. And keep your eyes peeled for more weapon opportunities in downloadable quests... Surely there'll be a way to get that Flame Visit away from Bernie.

Anyway, you did a good job. Let's see... OK, here you are.

Dimenian
Attribute:Dark

ENEMY WEAPONS

As you travel through the Mines and Ruins, you may occasionally make a grim discovery after killing a Sinow Beat, Delsaber, or other local enemy. Sometimes they'll leave behind body parts, such as "Delsaber's Right Arm." These items are the keys to earning powerful new secret weapons, such as the Delsaber's Buster.

To get an enemy body part forged into a weapon or shield, you have to first have beaten the "Doc's Secret Plan" Hunter's Guild Quest. At the end, Dr. Montague will promise to make you weapons if you bring him the right materials. To take him up on this offer, talk to him during some other quest where he makes a cameo, such as Unsealed Door. He'll do it right there in town, once per quest (you can just quit and do it again if you have more material for him). You'd be surprised at the variety of horrific weaponry that can be forged from the limbs of your fallen foes.

If you bring me some materials, I think I can make a weapon for you.

Hey, you have some very good quality material!

RANDOM ITEMS & RARE ENEMIES

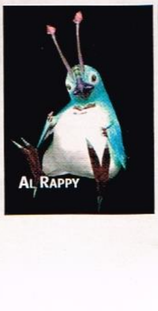
Pouilly Slime
Attribute:A.Beast

In addition to the usual random items found in each area, there are super-rare items that can only be found by killing a certain enemy in a certain mode. For example, the only way to find the 9-star Dragon Slayer Sword is to kill the Dragon in Hard Mode, and hope you get lucky (which is kind of ironic, 'cause if the Dragon Slayer is so good at slaying Dragons, then how did the Dragon get it?).

There are much rarer items associated with most of the enemies in Hard, Very Hard, and Utilimate Modes. You can get most of the unique weapons, like the Photon Claw and Double Saber, rare Armors like Parasite Wear: De Rol Le (guess who you get that from) and rare Units like Hero/Ability.

Some of the rarest items can only be found when you kill rare enemies. They're a lot tougher than their regular forms, but they're always worth the fight, since they may be holding some incredible stuff! If you do see a rare enemy, don't ever telepipe back to town, or you may return to find it replaced by its more common equivalents.

HILDEBLUE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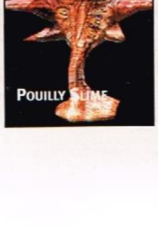
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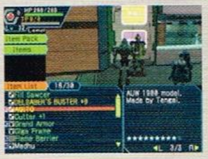
KATANAS

You're first introduced to the Katana subplot in the "Seek my Master" Hunter's Guild Quest. If you accept this quest and go off in search of Great Sword Zoke, you'll recover three of the four legendary Katanas. At the end of the quest, the fourth, Agito, remains at large. You can read up on this subplot if you find one of the three very rare "Books of Katana" items. And if you're very lucky, you just may find the Agito.

Or should I say, an Agito. There are dozens of knock-offs of this legendary sword running around, so before you get excited, load up the "Seek My Master" quest and take your blade to the Tekker in town. He'll tell you whether you have one of the many imitations, or the one true Agito. And even if you did get a forgery, it's won't be a bad weapon.

It's a fake. It's just a copy of the last legendary sword, Agito.



"Merge" Barriers and Amps

The Merge series of Barriers powers up techniques. For damage-dealing techniques, wearing the appropriate Merge will increase its power by 30%. If you wear a Red, Blue, or Yellow Merge, all the techniques of that series (Foie, Barta, and Zonde, respectively) will be powered up by 20% instead. For techniques like Resta and Shifta, the power is not affected but the range is doubled. To make a Merge Barrier, you need to wear a certain Rare Barrier and use an Amp item, which can be found in your journeys:

RECOVERY BARRIER	RESTA AMP, ANTI AMP
ASSIST BARRIER	SHIFTA AMP, DEBAND AMP
RED BARRIER	FOIE AMP, GIFOIE AMP, RAFOIE AMP, RED AMP
BLUE BARRIER	BARTA AMP, GIBARTA AMP, RABARTA AMP, BLUE AMP
YELLOW BARRIER	ZONDE AMP, GIZONDE AMP, RAZONDE AMP, YELLOW AMP

Equipment Combinations

If you equip both Delsaber's Buster and the Shield of Delsaber at the same time, the efficiency of both will be doubled. The same is true for these other series of rare weapons and armors, but all three must be worn at once to get a 50% boost in each. They are:

- *Flowen's Sword • Flowen's Shield • Flowen's Frame*
- *DB's Saber • DB's Shield • DB'S Armor*
- *Custom Ray • Custom Barrier • Custom Frame*

Colored Rings

In a future online event, it will be possible to buy a single ring in one of six different colors: Blue, Green, Yellow, Purple, White, and Black. You will be able to choose an attribute for your ring, but it won't do anything by itself. To activate the ring, you must have at least one other member of your party with the same color ring and the same attribute assigned to it. When two ring-bearers are within 5 meters of each other, each will get the stat boost! Your choices:

DEFENSES	+50
EVASION	+25
LUCK	+25
ACCURACY	+10
ATTACK	+50
SPIRIT	+50
ALL RESISTANCES	+10

Rank Weapons

As in the DC version, if you complete all of the Challenge Modes with an S-Rank, you will be awarded a custom S-RANK weapon which you can add one special attribute to. The weapon choices, including the five new GameCube version options at the end, are:

- *Saber • Sword • Blade • Partisan • Slicer • Gun • Rifle • Mechgun • Shot*
- *Cane • Rod • Wand • Twin • Claw • Bazooka • Needle • Scythe • Hammer*
- *Moon • Psychogun • Punch • Windmill • Harisen • J-Blade • J-Cutter*
- *Swords • Launcher • Cards • Knuckle • Axe.*

THE ATTRIBUTES YOU CAN ADD ARE:
• Jellen • Zalure (both ARE effective vs. bosses) • HP Regeneration • TP Regeneration (1 point every 3 seconds) • Burning • Tempest • Blizzard • Arrest • Chaos • Hell • Spirit • Berserk • Demon • Gush • Geist • King

There are also rewards for getting lower ranks (like A and B), which include a number of nice exclusive armors and barriers.

HOLIDAY ITEMS

Forget your family and friends- – you should be spending your holidays online! On Halloween you can find a bunch of items needed to make rare Mags based on Sonic Team favorites like Sonic, Chao, and Opa Opa. On Easter you can get Sega game-based weapons like Sonic Knuckle, Panzer Claw, Drill Arm, and Rocket Punch. And on Christmas you can get most of the items needed for item combinations (below)! So where are these items? Look for the special, randomly occurring rare holiday Rappies! And check in on other holidays for other surprises as well.

QUEST ITEMS

Several online quests will be added that lead to new and exciting rare items that may not be available at the time of the game's launch. Things to look forward to include online CD soundtracks, tasty sweets, new Weapons Badges, rare items used in Item Combinations, and others.

- *Using "Photon Boosters" to power up rare weapons into even rarer, better weapons (like turning the "Frozen Shooter" into the "Snow Queen", the "Maser Beam" into the "Power Maser", the "Flame Visit" into the "Burning Visit".*

- *Using enemy parts gained from De Rol Le and Olga Flow to power up items repeatedly. Turn your "Stink Frame" into "Parasite Wear: De Rol". Use it again to turn the "Parasite Wear: De Rol" into "Parasite Wear: Nelgal". Once more and it becomes "Parasite Wear: Vajulla". Once more, and...*

- *Many items can be used on multiple items, so just because your friend used a "Heart Key" to turn his Wand into a "Magical Piece" doesn't mean that's it only use. You can use the same item on much rarer items like "Spirit Garment" and "Invisible Garment" to get such bizarre rarities as the "Love Heart" and "Safety Heart".*

- *Keep your eye on the various PSO community sites for more examples. Some of the combinations are so obscure it will take months for them to be uncovered.*

RARE WEAPONS & GUARDS

On the next three pages, we've provided the names and stats for many of the game's super-rare weapons and guards. These are randomly dropped by enemies, and the higher the difficulty you're playing on, the better chance you have of finding one. Please note, however, that this is not an exhaustive list.

NAME	RARITY	ATK	ACC	MAX	SPECIAL	HUNTERS	RANGERS	FORCES	MIN REQ
AKIKO'S WOK	★★★★★★★★★☆	210-250	40	0	Burning	Y	Y	Y	ATTACK: 412
AKIKO'S FRYING PAN	★★★★★★★★★☆	230-250	40	0	Mind	Y	Y	Y	ATTACK: 250
ANGRY FIST	★★★★★★★★★☆	460-560	62	50	Freeze	Y	Y	Y	ATTACK: 610
BRAVE KNUCKLE	★★★★★★★★★☆	380-460	60	30	Hold	Y	Y	Y	ATTACK: 400
BOOMA'S CLAW	★★★★★★★★★☆	310-315	48	15	n/a	Y	Y	Y	ATTACK: 300
BROOM	★★★★★★★★★☆	90-230	35	0	Havoc	N	N	Y	MENTAL: 348
CHAMELEON SCYTHE	★★★★★★★★★☆	80-180	30	0	Geist	Y	Y	Y	ATTACK: 412
CRAZY TUNE	★★★★★★★★★☆	200-255	30	0	Chaos	Y	Y	Y	ATTACK: 412
DOUBLE SABER	★★★★★★★★★☆	150-152	30	35	Mind	Y	Y	Y	ATTACK: 235
FLOWER CANE	★★★★★★★★★☆	168-180	41	0	n/a	Y	Y	Y	MENTAL: 348
GUILTY LIGHT	★★★★★★★★★☆	240-250	38	18	Blizzard	N	Y	N	ACCURACY: 120
HARISEN BATTLE FAN	★★★★★★★★★☆	280-310	40	0	Seize	Y	Y	Y	ATTACK: 412
MAHU	★★★★★★★★★☆	120-200	40	9	Soul	N	N	Y	MENTAL: 385
PHOTON CLAW	★★★★★★★★★☆	230-300	48	20	Drain	Y	Y	Y	ATTACK: 300
PHOTON LAUNCHER	★★★★★★★★★☆	210-220	35	9	Hold	N	Y	N	ACCURACY: 118
RABBIT WAND	★★★★★★★★★☆	120-230	48	0	Chaos	N	N	Y	MENTAL: 348
SAMBA MARACAS	★★★★★★★★★☆	5-10	10	0	Havoc	Y	Y	Y	ACCURACY: 100
SILENCE CLAW	★★★★★★★★★☆	335-345	50	15	Dark	Y	N	N	ATTACK: 336
STAG CUTLERY	★★★★★★★★★☆	230-235	35	30	Havoc	Y	Y	N	ATTACK: 343
SOUL EATER	★★★★★★★★★☆	180-185	40	9	Berserk	Y	Y	Y	ATTACK: 165
TALIS	★★★★★★★★★☆	120-180	38	9	Mind	N	N	Y	MENTAL: 475
TOY HAMMER	★★★★★★★★★☆	1-400	1	0	Berserk	Y	Y	Y	ATTACK: 412
TWIN PSYCHO GUN	★★★★★★★★★☆	35-40	23	0	n/a	Y	Y	N	ACCURACY: 100
YAMATO	★★★★★★★★★☆	380-390	40	60	Blizzard	Y	N	N	ATTACK: 470
AGITO (FAKE)	★★★★★★★★★★	200-500	40-51	+9-50	Dim	Y	Y	Y	ATTACK: 350-510
ANCIENT SABER	★★★★★★★★★★	531-544	50	9	Kings	Y	N	Y	ATTACK: 740
ANO RIFLE	★★★★★★★★★★	350-380	64	15	Seize	N	Y	N	ACCURACY: 174
ANTI-ANDROID RIFLE	★★★★★★★★★★	330-350	60	9	Tempest	N	Y	N	ACCURACY: 163
ASUKA	★★★★★★★★★★	560-570	50	30	Burning	Y	N	N	ATTACK: 650
BELRA CANNON	★★★★★★★★★★	400-500	45	20	Berserk	N	Y	N	ACCURACY: 187
BERDYSH	★★★★★★★★★★	270-290	40	25	n/a	Y	N	N	ATTACK: 710
S BERIL'S HANDS #0	★★★★★★★★★★	158-197	30	35	Havoc	Y	Y	Y	ATTACK: 450

NAME	RARITY	ATK	ACC	MAX	SPECIAL	HUNTERS	RANGERS	FORCES	MIN REQ
BRANCH OF PAKU PAKU	★★★★★★★★★★	240-267	45	0	n/a	N	N	Y	MENTAL: 600
CADUCEUS	★★★★★★★★★★	360-360	54	0	n/a	N	N	Y	MENTAL: 720
CHAINSAWD	★★★★★★★★★★	500-525	36	15	Gush	Y	N	N	ATTACK: 700
BRINGER'S RIFLE	★★★★★★★★★★	330-370	63	9	Demons	N	Y	Y	ACCURACY: 140
SORCERER'S CANE	★★★★★★★★★★	360-360	53	0	Geist	N	N	Y	MENTAL: 756
DB'S SWORD (1)	★★★★★★★★★★	100-340	27-48	14-85	n/a	Y	Y	Y	ATTACK: 90-600
DELSABER'S BUSTER	★★★★★★★★★★	340-350	44	9	Storm	Y	Y	Y	ATTACK: 295
DEMOLITION COMET	★★★★★★★★★★	530-530	38	25	Devils	Y	N	N	ATTACK: 352
DEMONIC FORK	★★★★★★★★★★	325-340	50	0	Kings	N	N	Y	MENTAL: 720
DRAGON'S CLAW	★★★★★★★★★★	550-580	54	35	n/a	Y	N	N	ATTACK: 600
EGG BLASTER	★★★★★★★★★★	300-330	40	0	Flame	N	Y	N	ACCURACY: 140
ELYSION	★★★★★★★★★★	360-368	52	9	n/a	Y	Y	Y	MENTAL: 680
RIKA'S CLAW	★★★★★★★★★★	590-670	54	35	Tempest	Y	Y	N	ATTACK: 890
FLAME VISIT	★★★★★★★★★★	300-450	40	9	Havoc	N	Y	N	ACCURACY: 154
FLIGHT CUTTER	★★★★★★★★★★	250-260	40	9	Devils	Y	Y	N	ATTACK: 820
FLIGHT FAN	★★★★★★★★★★	185-200	34	15	Lords	Y	Y	Y	ATTACK: 500
FLOWEN'S SWORD (1)	★★★★★★★★★★	121-320	5-34	9-85	n/a	Y	N	N	ATTACK: 378-680
FROZEN SHOOTER	★★★★★★★★★★	240-250	60	9	n/a	N	Y	N	ACCURACY: 162
GIGOBOOMA'S CLAW	★★★★★★★★★★	450-500	55	55	n/a	Y	N	N	ATTACK: 600
GOBOOMA'S CLAW	★★★★★★★★★★	330-345	50	35	n/a	Y	Y	N	ATTACK: 336
GOD HAND	★★★★★★★★★★	580-700	70	30	Kings	Y	Y	N	ATTACK: 800
BARANZ MISSILE	★★★★★★★★★★	230-240	40	30	Charge	N	Y	N	ACCURACY: 181
GUARDIANNA	★★★★★★★★★★	200-280	40	9	Spirit	N	N	Y	MENTAL: 490
GI GUE BAZOOKA	★★★★★★★★★★	520-620	40	0	Seize	N	Y	N	ACCURACY:200
GALLWIND	★★★★★★★★★★	270-310	40	15	n/a	N	N	Y	MENTAL: 800
HEART OF POUMN	★★★★★★★★★★	680-700	56	0	Chaos	Y	N	N	ATTACK: 850
HILDEBEAR'S CANE	★★★★★★★★★★	220-230	50	9	Flame	N	N	Y	MENTAL: 400
HILDEBLUE'S CANE	★★★★★★★★★★	290-300	52	9	Blizzard	N	N	Y	MENTAL: 700
HITOGATA	★★★★★★★★★★	150-230	50	9	Soul	N	N	Y	MENTAL: 495
HOLY RAY	★★★★★★★★★★	290-300	70	40	Arrest	N	Y	N	MENTAL: 680
HUGE BATTLE FAN	★★★★★★★★★★	580-650	53	0	Hell	Y	Y	N	ATTACK: 680
IMPERIAL PICK	★★★★★★★★★★	280-300	41	9	Devils	Y	N	N	ATTACK: 785
INFERNO BAZOOKA	★★★★★★★★★★	230-410	41	9	Devils	Y	Y	Y	ACCURACY: 142
KAMUI	★★★★★★★★★★	650-650	55	0	Dark	Y	N	N	ATTACK: 700
MADAM'S UMBRELLA	★★★★★★★★★★	210-280	40	0	Beserk	Y	Y	Y	ATTACK: 500
MASER BEAM	★★★★★★★★★★	230-230	37	20	n/a	N	Y	N	ACCURACY:160
METEOR CUDGEL	★★★★★★★★★★	300-560	42	15	Blizzard	Y	N	N	ATTACK: 750
MONKEY KING BAR	★★★★★★★★★★	380-390	41	25	Devils	Y	Y	N	ATTACK: 500
MORNING GLORY	★★★★★★★★★★	450-500	52	0	n/a	Y	Y	Y	ATTACK: 700
P-ARM'S BLADE	★★★★★★★★★★	250-270	34	25	Arrest	Y	Y	Y	ATTACK: 568
PANZER FAUST	★★★★★★★★★★	350-500	42	9	Chaos	N	Y	N	ACCURACY: 181
PARTISAN OF LIGHTNING	★★★★★★★★★★	370-410	40	60	Tempest	Y	N	N	ATTACK: 600
RAPPY FAN	★★★★★★★★★★	140-146	35	32	Havoc	Y	Y	Y	ATTACK: 480
RED DAGGER	★★★★★★★★★★	245-280	35	65	Soul	Y	N	N	ATTACK: 600
RED HANDGUN	★★★★★★★★★★	300-300	46	50	Storm	Y	Y	Y	ACCURACY: 140
RED MECHGUN	★★★★★★★★★★	50-50	25	30	Havoc	N	Y	N	ACCURACY: 155
RED PARTISAN	★★★★★★★★★★	290-295	43	40	Freeze	Y	N	N	ATTACK: 700
RED SABER	★★★★★★★★★★	450-489	51	78	Fill	Y	Y	Y	ATTACK: 502
RED SCORPIO	★★★★★★★★★★	280-300	42	50	Burning	N	Y	N	ACCURACY: 150
RED SLICER	★★★★★★★★★★	190-200	38	45	Flames	Y	Y	Y	ATTACK: 750
RED SWORD	★★★★★★★★★★	400-611	37	52	Seize	Y	N	N	ATTACK: 630
RUBY BULLET	★★★★★★★★★★	350-350	60	0	Burning	N	Y	N	ACCURACY: 160
ZANBA	★★★★★★★★★★	310-438	38	38	Berserk	Y	N	N	ATTACK: 710
SANGE	★★★★★★★★★★	500-550	50	0	Fill	Y	N	N	ATTACK: 650
THE SIGN OF A GOD	★★★★★★★★★★	175-180	40	0	n/a	N	N	Y	MENTAL: 653
SINOW BEAT'S BLADE	★★★★★★★★★★	210-220	35	15	Hell	Y	Y	N	ATTACK: 400
SINOW RED BLADE	★★★★★★★★★★	340-350	39	15	n/a	Y	N	N	ATTACK: 821
SPREAD NEEDLE	★★★★★★★★★★	1-110	40	40	Seize	Y	N	Y	ACCURACY: 135
STING TIP	★★★★★★★★★★	170-170	40	30	Soul	N	N	Y	MENTAL: 450
SOUL BANISH	★★★★★★★★★★	350-370	45	9	Berserk	Y	Y	Y	ATTACK: 850
SUPPRESSED GUN	★★★★★★★★★★	260-270	47	9	n/a	Y	Y	Y	ACCURACY: 110
TECHNICAL CROZIER	★★★★★★★★★★	130-135	36	0	n/a	N	N	Y	MENTAL: 285

RARE WEAPONS (CON'T)

NAME	RARITY	ATK	ACC	MAX	SPECIAL	HUNTERS	RANGERS	FORCES	MIN REQ
G-ASSASSIN'S SABERS	★★★★★★★★★★	350-360	35	25	Arrest	Y	N	Y	ATTACK: 390
TWIN BLAZE	★★★★★★★★★★	300-350	40	9	n/a	Y	Y	N	ATTACK: 685
TWIN BRAND	★★★★★★★★★★	235-240	39	60	Devils	Y	Y	N	ATTACK: 400
TWIN CHAKRAM	★★★★★★★★★★	245-250	32	20	Dark	Y	Y	Y	ATTACK: 480
VICTOR AXE	★★★★★★★★★★	300-420	44	20	Fill	Y	Y	Y	ATTACK: 400
WINDMILL	★★★★★★★★★★	300-310	44	9	n/a	Y	Y	Y	MENTAL: 690
YASMINAKOV 2000H	★★★★★★★★★★	340-340	45	10	n/a	N	Y	N	ACCURACY: 164
YASMINAKOV 3000R	★★★★★★★★★★	370-400	66	60	n/a	N	Y	N	ACCURACY: 171
YASMINAKOV 7000V	★★★★★★★★★★	370-450	67	25	n/a	N	Y	N	ACCURACY: 190
YASMINAKOV 9000M	★★★★★★★★★★	40-80	27	10	n/a	N	Y	N	ACCURACY: 168
AGITO (FAKE)	★★★★★★★★★★★	460-480	45	0	Dim	Y	N	N	ATTACK: 500
ANGEL HARP	★★★★★★★★★★★	300-320	60	0	Chaos	N	Y	Y	ACCURACY: 120
BLUEFULL CARD	★★★★★★★★★★★	200-250	40	0	n/a	N	N	Y	MENTAL: 200
DARK BRIDGE	★★★★★★★★★★★	185-400	34	0	n/a	N	N	Y	MENTAL: 900
DARK FLOW	★★★★★★★★★★★	756-900	50	0	n/a	Y	N	N	ATTACK: 971
DARK METEOR	★★★★★★★★★★★	150-280	45	25	n/a	N	Y	N	ACCURACY: 190
EVIL CURST	★★★★★★★★★★★	444-666	44	0	n/a	N	N	Y	MENTAL: 999
GREENILL CARD	★★★★★★★★★★★	200-250	40	0	n/a	N	N	Y	MENTAL: 200
HANDGUN GULD	★★★★★★★★★★★	370-400	38	9	Soul	N	Y	N	ACCURACY: 167
LAVIS CANNON	★★★★★★★★★★★	730-750	54	0	n/a	Y	N	N	ATTACK: 800
MADAM'S PARASOL	★★★★★★★★★★★	215-220	40	0	Spirit	Y	Y	Y	ATTACK: 570
HANDGUN MILLA	★★★★★★★★★★★	350-360	48	9	Fill	N	Y	N	ACCURACY: 168
NIE'S CLAW	★★★★★★★★★★★	756-756	60	0	Spirit	Y	N	N	ATTACK: 900
NUG-2000 BAZOOKA	★★★★★★★★★★★	400-660	30	32	n/a	N	Y	N	ACCURACY: 200
ORAN CARD	★★★★★★★★★★★	200-250	40	0	n/a	N	N	Y	MENTAL: 200
PINKAL CARD	★★★★★★★★★★★	200-250	40	0	n/a	N	N	Y	MENTAL: 200
PROPHETS OF MOTAV	★★★★★★★★★★★	90-250	45	0	n/a	N	N	Y	MENTAL: 900
PURPLENUM CARD	★★★★★★★★★★★	200-250	40	0	n/a	N	N	Y	MENTAL: 200
RAINBOW BATON	★★★★★★★★★★★	300-320	40	24	Chaos	Y	Y	Y	ATTACK: 570
REDRIA CARD	★★★★★★★★★★★	200-250	40	0	n/a	N	N	Y	MENTAL: 200
SEALED J-SWORD	★★★★★★★★★★★	400-525	35	0	Hell	Y	N	N	ATTACK: 710
SKYLY CARD	★★★★★★★★★★★	200-250	40	0	n/a	N	N	Y	MENTAL: 200
SUMMIT MOON	★★★★★★★★★★★	270-280	42	9	Tempest	N	N	Y	MENTAL: 650
TWINKLE STAR	★★★★★★★★★★★	175-175	40	0	Tempest	N	N	Y	MENTAL: 670
VIRIDIA CARD	★★★★★★★★★★★	200-250	40	0	n/a	N	N	Y	MENTAL: 200
WHITILL CARD	★★★★★★★★★★★	200-250	46	0	n/a	N	N	Y	MENTAL: 200
YASHA	★★★★★★★★★★★	500-550	50	0	Fill	Y	N	N	ATTACK: 650
YELLOWBOZE CARD	★★★★★★★★★★★	200-250	30	0	n/a	N	N	Y	MENTAL: 200
DOUBLE CANNON	★★★★★★★★★★★★	620-650	45	0	n/a	Y	N	N	ATTACK: 900
GULD MILLA	★★★★★★★★★★★★	180-200	30	9	Gush	N	Y	N	ACCURACY: 190
HEAVEN PUNISHER	★★★★★★★★★★★★	300-330	50	0	n/a	N	Y	N	ACCURACY: 210
HITOGATA "GOSHIKI"	★★★★★★★★★★★★	350-354	50	0	Geist	N	N	Y	MENTAL: 900
LAVIS BLADES	★★★★★★★★★★★★	380-450	40	0	n/a	Y	N	N	ATTACK: 850
OROTIAGITO	★★★★★★★★★★★★	750-800	55	0	Devils	Y	N	N	ATTACK: 850
PSYCHO WAND	★★★★★★★★★★★★	395-400	55	0	n/a	N	N	Y	MENTAL: 900
SANGEYASHA	★★★★★★★★★★★★	640-650	50	30	Gush	Y	N	N	ATTACK: 800
TSUMIKIRI J-SWORD	★★★★★★★★★★★★	700-756	40	50	n/a	Y	N	N	ATTACK: 910

RARE GUARDS

NAME	RARITY	EFR	ETH	EIC	EDK	ELT	DEFENSE	EVASION	MIN LEVEL	HUNTERS	RANGERS	FORCES
GOD'S SHIELD: Byakko	★★★★★★★★★☆	10	10	30	0	0	45	80	50	Y	Y	Y
GOD'S SHIED: Suzaku	★★★★★★★★★☆	30	10	20	0	0	45	80	50	Y	Y	Y
SHIELD OF DELSABER	★★★★★★★★★☆	0	0	0	25	0	65-72	115-222	40	Y	Y	N
ASSIST BARRIER	★★★★★★★★★★	0	0	0	0	0	2-7	25-30	5	Y	Y	Y
ATTRIBUTE WALL	★★★★★★★★★★	30	30	30	5	5	75-85	100-110	40	Y	Y	Y
BLUE BARRIER	★★★★★★★★★★	0	0	0	0	0	2-7	25-30	5	Y	Y	Y
BLUE MERGE	★★★★★★★★★★	0	0	20	0	0	2-7	25-30	24	Y	Y	Y
COMBAT GEAR	★★★★★★★★★★	0	0	0	0	0	0-0	0-0	65	Y	Y	Y
CUSTOM BARRIER ver.00	★★★★★★★★★★	30	30	28	0	0	65-75	65-75	00	Y	Y	Y
DB'S SHIELD	★★★★★★★★★★	25	25	30	0	0	67-77	67-77	65	Y	Y	N
FLOWEN'S SHIELD	★★★★★★★★★★	25	30	22	0	0	62-72	70-80	65	Y	Y	N

RARE GUARDS (CON'T)

NAME	RARITY	EFR	ETH	EIC	EDK	ELT	DEFENSE	EVASION	MIN LEVEL	HUNTERS	RANGERS	FORCES
HEAL BARRIER	★★★★★★★★★★	0	0	0	0	0	2-7	25-30	5	Y	Y	Y
HUNTER'S SHELL	★★★★★★★★★★	22	27	28	0	0	88-138	222-237	108	Y	N	N
INVISIBLE GUARD	★★★★★★★★★★	18	30	25	0	0	15-23	70-78	16	Y	Y	Y
KASAMI BRACER	★★★★★★★★★★	28	28	28	0	0	96-146	235-250	111	Y	N	N
LIGHT RELIEF	★★★★★★★★★★	0	0	0	25	0	20-27	70-77	16	Y	Y	Y
RED BARRIER	★★★★★★★★★★	0	0	0	0	0	2-7	25-30	5	Y	Y	Y
RED MERGE	★★★★★★★★★★	20	0	0	0	0	2-7	25-30	23	Y	Y	Y
REGEN GEAR ADV.	★★★★★★★★★★	0	0	0	0	0	45-52	90-97	65	Y	Y	Y
REGENERATE GEAR	★★★★★★★★★★	0	0	0	0	0	40-47	85-92	65	Y	Y	Y
SACRED GAURD	★★★★★★★★★★	20	18	22	0	15	5-13	15-23	16	Y	Y	Y
SECRET GEAR	★★★★★★★★★★	30	30	20	0	0	75-85	105-115	40	Y	Y	Y
SECURE FOOT	★★★★★★★★★★	20	20	20	0	0	83-133	230-245	119	N	Y	N
S-PARTS ver.1.16	★★★★★★★★★★	15	30	15	0	0	20-28	60-68	16	Y	Y	Y
S-PARTS ver.2.01	★★★★★★★★★★	10	30	10	0	0	25-32	65-72	16	Y	Y	Y
STANDSTILL SHIELD	★★★★★★★★★★	20	20	27	0	0	163-213	175-190	124	Y	Y	N
TRIPOLIC SHIELD	★★★★★★★★★★	20	25	20	0	0	95-145	231-246	101	Y	Y	Y
YELLOW BARRIER	★★★★★★★★★★	0	0	0	0	0	2-7	25-30	5	Y	Y	Y
YELLOW MERGE	★★★★★★★★★★	0	20	0	0	0	2-7	25-30	25	Y	Y	Y
RED RING	★★★★★★★★★★★	30	30	30	5	5	130-215	212-237	107	Y	Y	Y
RICO'S EARRING	★★★★★★★★★★★	15	15	15	0	0	96-181	237-252	132	Y	Y	Y
RICO'S GLASSES	★★★★★★★★★★★	0	0	0	0	0	1-1	1-1	147	N	N	Y
ATTRIBUTE PLATE	★★★★★★★★★★	5	5	5	20	25	105-113	85-93	53	Y	Y	N
CUSTOM FRAME ver.00	★★★★★★★★★★	0	0	0	13	18	80-90	85-95	75	Y	Y	Y
D-PARTS ver1.01	★★★★★★★★★★	0	0	0	15	25	115-125	85-92	50	Y	Y	Y
D-PARTS ver2.01	★★★★★★★★★★	0	0	0	20	25	125-135	90-98	80	Y	Y	Y
DB'S ARMOR	★★★★★★★★★★	0	0	0	13	20	85-95	80-90	75	Y	Y	N
FLOWEN'S FRAME	★★★★★★★★★★	0	0	0	15	18	82-92	72-82	75	Y	Y	N
GRAVITON PLATE	★★★★★★★★★★	0	0	0	18	15	125-133	0-0	53	Y	Y	N
REVIVAL GARMENT	★★★★★★★★★★	0	0	0	18	20	85-90	60-70	57	Y	Y	Y
SPIRIT GARMENT	★★★★★★★★★★	0	0	0	20	25	100-107	92-97	70	Y	Y	Y
AURA FIELD	★★★★★★★★★★★	0	0	0	20	20	235-285	134-154	151	Y	Y	Y
BRIGHTNESS CIRCLE	★★★★★★★★★★★	0	0	0	25	20	190-240	116-136	110	Y	Y	Y
DF FIELD	★★★★★★★★★★★	0	0	0	17	22	203-253	116-136	120	Y	Y	Y
ELECTRO FRAME	★★★★★★★★★★★	5	0	5	5	5	196-246	120-140	121	Y	Y	Y
FLAME GARMENT	★★★★★★★★★★★	5	0	0	0	0	180-230	114-134	100	Y	Y	Y
GUARD WAVE	★★★★★★★★★★★	0	0	0	18	20	173-223	110-130	100	Y	Y	Y
LUMINOUS FIELD	★★★★★★★★★★★	0	0	0	15	15	206-256	120-144	100	Y	Y	Y
SACRED CLOTH	★★★★★★★★★★★	0	0	0	15	20	100-150	50-70	143	Y	Y	Y
SMOKING PLATE	★★★★★★★★★★★	5	0	0	20	25	223-273	122-142	130	N	N	Y

SPECIAL ABILITIES

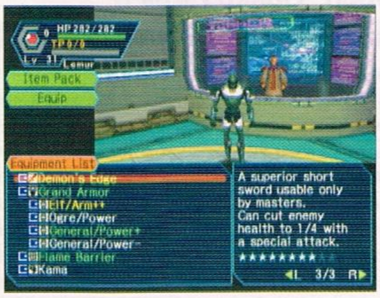
Soul Eater	You slowly lose HP
Sorcerer's Cane	TP costs decrease by 10%
Frozen Shooter	Randomly Freezes you, but special attack has very high chance of freezing enemies
God Hand	Attack motion is faster
Madam's Umbrella	Slowly regain TP
Morning Glory	Attack Power increase as you defeat enemies
The Sign of a God	Special Attack: Lightning
Sinow Red Blade	Special Attack: Shifta/Deband
Soul Banish	You slowly lose HP, pay HP for Dark-type special attack
Twin Blaze	Special Attack: Gifoie
Windmill	Your attacks spin the windmill, and you can release the energy as a mysterious special attack
Dark Bridge	TP costs decrease by 50%, but also consume HP
Dark Flow	Unleashes mysterious wave special attack when you have 1/8 you max HP
Dark Meteor	Special Attack: Piercing Laser
Evil Curst	You slowly lose TP; special attack unleases a wave of dark energy
Lavis Cannon	Special Attack: pay HP to unleash a mysterious wave attack
Madam's Parasol	Slowly regain HP
Prophets of Motav	Special Attack: Jellen/Zalure

Double Cannon	Special Attack: pay HP to unleash a mysterious wave attack
Heaven Punisher	After beating 100 enemies, unleashes "Divine Justice" Special attack
Lavis Blades	Special Attack: pay HP to unleash a mysterious wave attack
Psycho Wand	Special attack casts a random technique; TP costs decrease by 50%, but consume HP
Shield of Delsaber	Efficacy doubles when used with Delsaber's Buster
Custom Barrier ver.00	Efficacy of Custome Ray, Frame, and Barrier increased by 50% when used together
DB's Shield	Efficacy of DB's Sword, Armor and Shield increased by 50% when used together
Flowen's Shield	Efficacy of Flowen's Shield, Sword, and Frame increased by 50% when used together
Regen Gear Adv.	When you guard, you recover 2% of your max TP
Regenerate Gear	When you guard, you recover 2% of your max HP
Sacred Guard	Protects you from Freeze effect
Rico's Glasses	Wearer can see traps
Revival Garment	Slowly regain HP
Spirit Garment	Slowly regain TP
Aura Field	slowly lose TP
Luminous Field	slowly lose HP
Sense Plate	Wearer can see traps
Sacred Cloth	Prevents Paralysis

ELEMENTS

Whenever you find a weapon with a "????" before the name, that means it has an element. Bring it to a Tekker, and he'll tell you which of the forty elements it is (there are 11 different element categories, with up to 4 rarity levels each). You can then use that element's ability by doing the weapon's special attack. You'll find better elements at higher game levels, and different Tekkers may appraise the element's rarity level differently.

Each element has a rarity level between 1 and 4 stars, which is added to the rarity of the weapon (so a Frost Sniper is a four-star weapon: 2 for the Sniper, 2 for the element). All the nine-star and up weapons have fixed elements, but a 0-5 star weapon may have any element.



A superior short sword usable only by masters.
Can cut enemy health to 1/4 with a special attack.

Fire and Lightning-type weapons are a little iffy, since most weapons do more damage (and are far more accurate) with their standard attacks. But there are exceptions: Clubs, Wands, Mechguns, and other low Power weapons will frequently do more damage with elemental special attacks.

	HEAT	FIRE	FLAME	BURNING
ADDED RARITY	★☆☆☆	★★☆☆	★★★☆	★★★☆
ADDED VALUE	+1,000M	+4,000M	+9,000M	+16,000M
	DOES FIRE-TYPE DAMAGE	*DOES FIRE-TYPE DAMAGE*	*DOES FIRE-TYPE DAMAGE*	*DOES FIRE-TYPE DAMAGE*

Even on powerful weapons, **Lightning** and Fire-type attacks have their uses. Since they're techniques, they can damage enemies with high physical defense (like Pan Arms, Dark Gunners, and Hard/Very Hard mode bosses). Lightning may also paralyze Machine enemies.

	SHOCK	THUNDER	STORM	TEMPEST
ADDED RARITY	★☆☆☆	★★☆☆	★★★☆	★★★★
ADDED VALUE	+1,000M	+4,000M	+9,000M	+16,000M
	DOES LIGHTNING-TYPE DAMAGE	*DOES LIGHTNING-TYPE DAMAGE*	*DOES LIGHTNING-TYPE DAMAGE*	*DOES LIGHTNING-TYPE DAMAGE*

Ice weapons are fairly useful at higher levels, since they can be quite accurate against certain enemies. They're most useful online, where everyone can gang up on the victim, or with weapons like Swords or Partisans that can affect multiple foes. Ice does not work against bosses.

	ICE	FROST	FREEZE	BLIZZARD
ADDED RARITY	★☆☆☆	★★☆☆	★★★☆	★★★★
ADDED VALUE	+1,000M	+4,000M	+9,000M	+16,000M
	MAY FREEZE ENEMIES	*MAY FREEZE ENEMIES*	*MAY FREEZE ENEMIES*	*MAY FREEZE ENEMIES*

Bind paralyzes enemies, so it's basically identical to Ice. All of the 9-star Seize guns are particularly effective, since they allow more experienced Rangers to protect the weaker Hunters on the front lines while giving both a good opportunity to gain EXP. Paralyze effects do not work against bosses.

	BIND	HOLD	SEIZE	ARREST
ADDED RARITY	★☆☆☆	★★☆☆	★★★☆	★★★★
ADDED VALUE	+1,000M	+4,000M	+9,000M	+16,000M
	MAY PARALYZE ENEMIES	*MAY PARALYZE ENEMIES*	*MAY PARALYZE ENEMIES*	*MAY PARALYZE ENEMIES*

Panic weapons are woefully inaccurate, but lots of fun. A confused enemy will attack whoever's closest, players and other monsters alike. It doesn't last long, so it's only worth using with really accurate weapons like Rifles, and at high element levels. Confusion effects do not work on bosses.

	PANIC	RIOT	HAVOC	CHAOS
ADDED RARITY	★☆☆☆	★★☆☆	★★★☆	★★★★
ADDED VALUE	+1,000M	+4,000M	+9,000M	+16,000M
	MAY CONFUSE ENEMIES	*MAY CONFUSE ENEMIES*	*MAY CONFUSE ENEMIES*	*MAY CONFUSE ENEMIES*

Draw-series weapons do damage while replenishing your life, which is always nice. Even better, they can suck life from enemies that couldn't otherwise be damaged, like Pan Arms and Dark Gunners. They max out at 30/60/90 HP per hit in Normal, Hard and Very Hard respectively.

DRAW	DRAIN	FILL	GUSH
ADDED RARITY	ADDED RARITY	ADDED RARITY	ADDED RARITY
★☆☆☆	★★☆☆	★★★☆	★★★★
ADDED VALUE	ADDED VALUE	ADDED VALUE	ADDED VALUE
+1,000M	+4,000M	+9,000M	+16,000M
DRAINS 5% OF ENEMY'S HP	DRAINS 9% OF ENEMY'S HP	DRAINS 13% OF ENEMY'S HP	DRAINS 17% OF ENEMY'S HP

These weapons sound like they couldn't possibly be good, but they actually are. On a **long-range weapon**, they're an opportunity to safely drop an enemy in one hit. If it doesn't work, you can always just duck back into a doorway. They won't work against bosses, but they're very satisfying versus Pan Arms.

DIM	SHADOW	DARK	HELL
ADDED RARITY	ADDED RARITY	ADDED RARITY	ADDED RARITY
★☆☆☆	★★☆☆	★★★☆	★★★★
ADDED VALUE	ADDED VALUE	ADDED VALUE	ADDED VALUE
+1,000M	+4,000M	+9,000M	+16,000M
MAY KILL ENEMY INSTANTLY	MAY KILL ENEMY INSTANTLY	MAY KILL ENEMY INSTANTLY	MAY KILL ENEMY INSTANTLY

It comes at a price, but the effect is usually worth it. These weapons are **overkill** against normal enemies, but great against bosses. The double damage more than makes up for the slightly reduced accuracy.

CHARGE	SPIRIT	BERSERK	
ADDED RARITY	ADDED RARITY	ADDED RARITY	
★★☆☆	★★☆☆	★★★☆	
ADDED VALUE	ADDED VALUE	ADDED VALUE	
+4,000M	+4,000M	+9,000M	
DRAINS YOUR MESETA TO PERFORM A DOUBLE-POWERED ATTACK	DRAINS YOUR TP TO PERFORM A DOUBLE-POWERED ATTACK	DRAINS YOUR HP TO PERFORM A DOUBLE-POWERED ATTACK	

Heart-series weapons don't drain TP from enemies, they simply replenish it. Obviously, their usefullness depends on how much your character relies on techniques. For Forces, they're amazing. In offline mode, no Cane, Rod, or Wand can compete with a Geist Handgun.

HEART	MIND	SOUL	GEIST
ADDED RARITY	ADDED RARITY	ADDED RARITY	ADDED RARITY
★☆☆☆	★★☆☆	★★★☆	★★★★
ADDED VALUE	ADDED VALUE	ADDED VALUE	ADDED VALUE
+1,000M	+4,000M	+9,000M	+16,000M
REFILLS 3% OF YOUR MAX TP	REFILLS 4% OF YOUR MAX TP	REFILLS 5% OF YOUR MAX TP	REFILLS 6% OF YOUR MAX TP

These are basically useless. If you want **EXP**, you'd be better served just blazing through the game killing as many enemies as quickly as you can.

MASTER'S	LORD'S	KING'S	
ADDED RARITY	ADDED RARITY	ADDED RARITY	
★★☆☆	★★★☆	★★★★	
ADDED VALUE	ADDED VALUE	ADDED VALUE	
+4,000M	+9,000M	+16,000M	
TAKES 8% OF ENEMY'S EXP	TAKES 10% OF ENEMY'S EXP	TAKES 12% OF ENEMY'S EXP	

These abilities aren't too accurate, and they don't work on bosses. But they're great in Hard and Very **Hard modes**, where enemy HP totals spiral out of control. They're also pretty much the only chance for a Force to do 900 points of damage with a weapon attack!

DEVIL'S	DEMON'S		
ADDED RARITY	ADDED RARITY		
★★★☆	★★★★		
ADDED VALUE	ADDED VALUE		
+9,000M	+16,000M		
REDUCES ENEMY HP TO 1/2	REDUCES ENEMY HP TO 1/4		

BARRIERS & SHIELDS

DEFENSE AND EVASION RANGES

Unlike Weapons, Barriers and Shields don't have fixed stats. Any one Barrier could be better than another, and that's reflected in the Defense and Evasion ranges. Resistances may also vary slightly.

TYPE RESISTANCES

Shields and Barriers tend to resist Fire (EFR), Lightning (ETH), and Ice (EIC), while the resistance of Frames and Armor lean more towards Dark (EDK) and Light (ELT).

	RARITY	EFR	ETH	EIC	EDK	ELT	DEFENSE	EVASION	MIN. LEVEL	HUNTERS	RANGERS	FORCE
Barrier	☆☆☆☆☆☆☆☆☆☆	20	15	20	0	0	2 - 7	25 - 30	1	YES	YES	YES
Shield	☆☆☆☆☆☆☆☆☆☆	20	15	20	0	0	4 - 9	32 - 37	4	YES	YES	NO
Core Shield	★☆☆☆☆☆☆☆☆☆	18	15	18	0	0	6 - 11	40 - 45	7	YES	YES	NO
Giga Shield	★★☆☆☆☆☆☆☆☆	20	18	20	0	0	8 - 13	47 - 52	10	YES	YES	NO
Soul Barrier	★★★☆☆☆☆☆☆☆	19	19	19	0	0	10 - 15	55 - 60	13	YES	YES	YES
Hard Shield	★★★☆☆☆☆☆☆☆	20	20	20	0	0	12 - 17	57 - 62	16	YES	YES	NO
Brave Barrier	★★★★☆☆☆☆☆☆	20	18	20	0	0	14 - 19	65 - 70	19	YES	YES	YES
Solid Shield	★★★★☆☆☆☆☆☆	20	20	20	0	0	16 - 21	72 - 77	23	YES	YES	NO
Flame Barrier	★★★★★☆☆☆☆☆	30	0	0	0	0	19 - 24	85 - 90	27	YES	YES	YES
Plasma Barrier	★★★★★☆☆☆☆☆	0	30	0	0	0	21 - 26	92 - 97	31	YES	YES	YES
Freeze Barrier	★★★★★☆☆☆☆☆	0	0	30	0	0	23 - 28	100 - 105	35	YES	YES	YES
Psychic Barrier	★★★★★★☆☆☆☆	22	22	21	0	0	26 - 31	110 - 115	39	YES	YES	YES
General Shield	★★★★★★☆☆☆☆	28	19	19	0	0	29 - 34	120 - 125	43	YES	YES	NO
Protect Barrier	★★★★★★★☆☆☆	25	25	15	0	0	32 - 37	130 - 135	47	YES	YES	YES
Glorious Shield	★★★★★★★☆☆☆	25	25	25	0	0	35 - 40	140 - 145	51	YES	YES	NO
Imperial Barrier	★★★★★★★★☆☆	28	20	28	0	0	38 - 43	150 - 155	55	YES	YES	YES
Guardian Shield	★★★★★★★★☆☆	10	10	10	0	0	41 - 46	160- 165	59	YES	YES	NO
Divinity Barrier	★★★★★★★★★☆	27	27	30	0	0	44 - 49	170 - 175	63	YES	YES	YES
Ultimate Shield	★★★★★★★★★☆	30	28	28	0	0	47 - 52	180 - 185	67	YES	YES	NO
Spiritual Shield	★★★★★★★★★☆	28	28	28	0	0	50 - 55	190 - 195	71	YES	YES	NO
Celestial Shield	★★★★★★★★★★	30	30	30	0	0	52 - 57	200 - 205	75	YES	YES	NO

FRAMES AND ARMOR

	RARITY	EFR	ETH	EIC	EDK	ELT	DEFENSE	EVASION	MIN. LEVEL	HUNTERS	RANGERS	FORCE
Frame	☆☆☆☆☆☆☆☆☆☆	5	0	0	5	0	5 - 7	5 - 7	1	YES	YES	YES
Armor	☆☆☆☆☆☆☆☆☆☆	0	0	5	0	0	7 - 9	7 - 9	4	YES	YES	NO
Psy Armor	★☆☆☆☆☆☆☆☆☆	0	5	0	0	0	10 - 13	10 - 12	7	YES	YES	NO
Giga Frame	★☆☆☆☆☆☆☆☆☆	0	4	0	0	0	15 - 19	12 - 14	10	YES	YES	YES
Soul Frame	★★☆☆☆☆☆☆☆☆	0	0	3	0	0	20 - 24	15 - 17	13	YES	YES	YES
Cross Armor	★★☆☆☆☆☆☆☆☆	3	0	0	5	10	25 - 29	17 - 19	16	YES	YES	NO
Solid Frame	★★★☆☆☆☆☆☆☆	0	3	0	0	10	30 - 34	20 - 22	19	YES	YES	YES
Brave Armor	★★★☆☆☆☆☆☆☆	4	0	3	10	0	35 - 39	22 - 24	23	YES	YES	NO
Hyper Frame	★★★★☆☆☆☆☆☆	0	0	5	12	0	40 - 44	25 - 27	27	YES	YES	YES
Grand Armor	★★★★☆☆☆☆☆☆	0	4	0	0	10	45 - 49	27 - 29	31	YES	YES	NO
Shock Frame	★★★★★☆☆☆☆☆	3	0	0	6	6	50 - 54	30 - 32	35	YES	YES	YES
King's Frame	★★★★★☆☆☆☆☆	0	3	0	10	14	55 - 59	32 - 34	39	YES	YES	YES
Dragon Frame	★★★★★☆☆☆☆☆	8	0	0	5	20	60 - 64	35 - 37	43	YES	YES	YES
Absorb Armor	★★★★★☆☆☆☆☆	3	0	3	13	13	65 - 69	37 - 39	47	YES	YES	NO
Protect Frame	★★★★★★★☆☆☆	3	5	0	12	15	70 - 74	40 - 42	51	YES	YES	YES
General Armor	★★★★★★★☆☆☆	0	0	5	20	0	75 - 79	42 - 44	55	YES	YES	NO
Perfect Frame	★★★★★★★☆☆☆	0	0	0	15	15	80 - 84	45 - 47	59	YES	YES	YES
Valiant Frame	★★★★★★★☆☆☆	0	5	0	18	15	85 - 89	47 - 49	63	YES	YES	YES
Imperial Armor	★★★★★★★★☆☆	0	0	0	13	16	90 - 94	50 - 54	67	YES	YES	NO
Holiness Armor	★★★★★★★★☆☆	0	0	0	0	25	95 - 99	52 - 54	71	YES	YES	NO
Guardian Armor	★★★★★★★★★☆	0	0	0	18	16	100 - 104	55 - 57	75	YES	YES	NO
Divinity Armor	★★★★★★★★★★	0	0	0	18	17	105 - 109	57 - 59	78	YES	YES	NO
Ultimate Frame	★★★★★★★★★★	0	0	0	18	18	110 - 114	60 - 62	80	YES	YES	YES
Celestial Armor	★★★★★★★★★★	0	0	0	20	20	120 - 130	72 - 82	85	YES	YES	NO

UNITS

Listed here are all of the Armor Units you can possibly find. Most of the higher levels are phenomenally rare, and few will ever see a Unit in the */Ability, */Resist, */Technique or */Battle series. But they are out there. Every Unit that alters your stats also has a -, --, +, and ++ version. The bonuses and penalties also affect the rarity level of these items, so a Knight/Power-- has 0 stars, and a God/Power++ has 13 (theoretically, at least... I doubt we'll ever find one).

KNIGHT/POWER ★★☆☆☆☆☆☆☆☆ RAISES YOUR ATP (ATTACK) BY 5	**GENERAL/POWER** ★★★★★★☆☆☆☆ RAISES YOUR ATP (ATTACK) BY 10	**OGRE /POWER** ★★★★★★★★☆☆ RAISES YOUR ATP (ATTACK) BY 15	**GOD /POWER** ★★★★★★★★★★ RAISES YOUR ATP (ATTACK) BY 25
PRIEST/MIND ★★☆☆☆☆☆☆☆☆ RAISES YOUR MST (MIND) BY 5	**GENERAL/MIND** ★★★★★☆☆☆☆☆ RAISES YOUR MST (MIND) BY 10	**ANGEL/MIND** ★★★★★★★★☆☆ RAISES YOUR MST (MIND) BY 15	**GOD/MIND** ★★★★★★★★★★ RAISES YOUR MST (MIND) BY 25
MARKSMAN /ARM ★★☆☆☆☆☆☆☆☆ RAISES YOUR ATA (ACCURACY) BY 3	**GENERAL/ARM** ★★★★★★☆☆☆☆ RAISES YOUR ATA (ACCURACY) BY 5	**ELF/ARM** ★★★★★★★★☆☆ RAISES YOUR ATA (ACCURACY) BY 7	**GOD/ARM** ★★★★★★★★★★ RAISES YOUR ATA (ACCURACY) BY 15
THIEF/LEGS ★★☆☆☆☆☆☆☆☆ RAISES YOUR EVP (EVASION) BY 10	**GENERAL/LEGS** ★★★★★☆☆☆☆☆ RAISES YOUR EVP (EVASION) BY 20	**ELF/LEGS** ★★★★★★★★☆☆ RAISES YOUR EVP (EVASION) BY 30	**GOD/LEGS** ★★★★★★★★★★ RAISES YOUR EVP (EVASION) BY 40
DIGGER/HP ★★☆☆☆☆☆☆☆☆ RAISES YOUR HP MAX (HIT POINTS)BY 10	**GENERAL/HP** ★★★★★☆☆☆☆☆ RAISES YOUR HP MAX (HIT POINTS)BY 20	**DRAGON/HP** ★★★★★★★★☆☆ RAISES YOUR HP MAX (HIT POINTS)BY 30	**GOD/HP** ★★★★★★★★★★ RAISES YOUR HP MAX (HIT POINTS)BY 40
WARRIOR/BODY ★★☆☆☆☆☆☆☆☆ RAISES YOUR DFP(DEFENSE) BY 10	**GENERAL/BODY** ★★★★★★☆☆☆☆ RAISES YOUR DFP(DEFENSE) BY 20	**METAL/BODY** ★★★★★★★★☆☆ RAISES YOUR DFP(DEFENSE) BY 30	**GOD/BODY** ★★★★★★★★★★ RAISES YOUR DFP(DEFENSE) BY 40
ANGEL/LUCK ★★★★★☆☆☆☆☆ RAISES YOUR LUCK BY 5	**GOD/LUCK** ★★★★★★★★☆☆ RAISES YOUR LUCK BY 10		
MASTER/ABILITY ★★★★★☆☆☆☆☆ RAISES ATP,MST,ATA,EVP, AND DFP BY 10	**HERO/ABILITY** ★★★★★★★★★☆ RAISES ATP,MST,ATA,EVP, AND DFP BY 15	**GOD/ABILITY** ★★★★★★★★★★ RAISES ATP,MST,ATA,EVP, AND DFP BY 20	
RESIST/FIRE ★★☆☆☆☆☆☆☆☆ RAISES YOUR FIRE RESISTANCE BY 5	**RESIST/FLAME** ★★★★★★☆☆☆☆ RAISES YOUR FIRE RESISTANCE BY 10	**RESIST/BURNING** ★★★★★★★★★☆ RAISES YOUR FIRE RESISTANCE BY 15	
RESIST/COLD ★★☆☆☆☆☆☆☆☆ RAISES YOUR ICE RESISTANCE BY 5	**RESIST/FREEZE** ★★★★★☆☆☆☆☆ RAISES YOUR ICE RESISTANCE BY 10	**RESIST/BLIZZARD** ★★★★★★★★★☆ RAISES YOUR ICE RESISTANCE BY 15	
RESIST/SHOCK ★★☆☆☆☆☆☆☆☆ RAISES YOUR LIGHTNING RESISTANCE BY 5	**RESIST/THUNDER** ★★★★★★☆☆☆☆ RAISES YOUR LIGHTNING RESISTANCE BY 10	**RESIST/STORM** ★★★★★★★★★☆ RAISES YOUR LIGHTNING RESISTANCE BY 15	
RESIST/LIGHT ★★★☆☆☆☆☆☆☆ RAISES YOUR LIGHT RESISTANCE BY 5	**RESIST/SAINT** ★★★★★★☆☆☆☆ RAISES YOUR LIGHT RESISTANCE BY 10	**RESIST/HOLY** ★★★★★★★★★★ RAISES YOUR LIGHT RESISTANCE BY 15	
RESIST/DARK ★★☆☆☆☆☆☆☆☆ RAISES YOUR DARK RESISTANCE BY 5	**RESIST/EVIL** ★★★★☆☆☆☆☆☆ RAISES YOUR DARK RESISTANCE BY 10	**RESIST/DEVIL** ★★★★★★☆☆☆☆ RAISES YOUR DARK RESISTANCE BY 15	
ALL/RESIST ★★★★★★☆☆☆☆ RAISES YOUR FIRE, ICE , LIGHTNING, LT. & DRK. RESISTANCES BY 3	**SUPER/RESIST** ★★★★★★★★☆☆ RAISES YOUR FIRE, ICE , LIGHTNING, LT. & DRK. RESISTANCES BY 6	**PERFECT/RESIST** ★★★★★★★★★★ RAISES YOUR FIRE, ICE , LIGHTNING, LT. & DRK. RESISTANCES BY 9	
HP/RESTORATE ★★★★★★☆☆☆☆ YOU GAIN HP AS YOU WALK (LONG INTERVAL)	**HP/GENERATE** ★★★★★★★☆☆☆ YOU GAIN HP AS YOU WALK (MEDIUM INTERVAL)	**HP/REVIVAL** ★★★★★★★★★☆ YOU GAIN HP AS YOU WALK (SHORT INTERVAL)	
TP/RESTORATE ★★★★★☆☆☆☆☆ YOU GAIN TP AS YOU WALK (LONG INTERVAL)	**TP/GENERATE** ★★★★★★★☆☆☆ YOU GAIN TP AS YOU WALK (MEDIUM INTERVAL)	**TP/REVIVAL** ★★★★★★★★★☆ YOU GAIN TP AS YOU WALK (SHORT INTERVAL)	
PB/AMPLIFIER ★★★★★☆☆☆☆☆ YOUR PHOTON BLAST BAR FILLS AS YOU WALK (LONG INTERVAL)	**PB/GENERATE** ★★★★★★★★☆☆ YOUR PHOTON BLAST BAR FILLS AS YOU WALK (MEDIUM INTERVAL)	**PB/CREATE** ★★★★★★★★★☆ YOUR PHOTON BLAST BAR FILLS AS YOU WALK (SHORT INTERVAL)	
WIZARD/TECHNIQUE ★★★★★★★★☆☆ THE LEVELS OF ALL YOUR TECHNIQUES RISE BY 1 WHILE EQUIPPED	**DEVIL/TECHNIQUE** ★★★★★★★★★☆ LEVELS OF ALL YOUR TECHNIQUES RISE BY 2 WHILE EQUIPPED	**GOD/TECHNIQUE** ★★★★★★★★★★ THE LEVELS OF ALL YOUR TECHNIQUES RISE BY 3 WHILE EQUIPPED	
GENERAL/BATTLE ★★★★★★★★★☆ THE SPEED OF YOU WEAPON INCREASES BY 10%	**DEVIL/BATTLE** ★★★★★★★★★★ THE SPEED OF YOU WEAPON INCREASES BY 20%	**GOD/BATTLE** ★★★★★★★★★★ THE SPEED OF YOU WEAPON INCREASES BY 30%	
TRAP/SEARCH ★★★★★★★★☆☆ RAISES YOUR ATP (ATTACK) BY 5			
CURE/POISON ★★★★★★★★★☆ CURES POISON WITHIN ONE SECOND	**CURE/SHOCK** ★★★★★★★★★☆ CURES SHOCK WITHIN ONE SECOND	**CURE/PARALYSIS** ★★★★★★★★★☆ CURES PARALYSIS WITHIN ONE SECOND	**CURE/CONFUSION** ★★★★★★★★★☆ CURES CONFUSION WITHIN ONE SECOND
		CURE/SLOW ★★★★★★★★★☆ CURES SLOW WITHIN ONE SECOND	**CURE/FROZEN** ★★★★★★★★★☆ CURES FROZEN WITHIN ONE SECOND

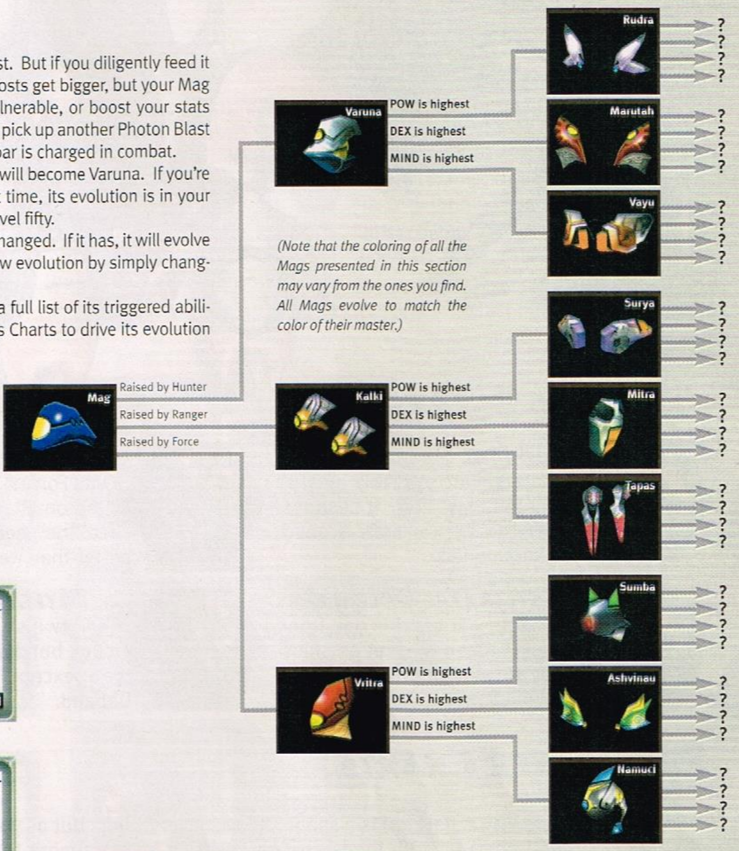
MAGS EXPLAINED

The Mag you begin the game with offers little more than a modest Defense boost. But if you diligently feed it recovery items, it can become a major factor in the game. Not only will the stat boosts get bigger, but your Mag will learn all sorts of new abilities. It may be able to make you temporarily invulnerable, or boost your stats before bosses, or even Reverser you when you die. And every time it evolves, it will pick up another Photon Blast (up to three), which are poweful summon spells that you can use whenever your bar is charged in combat.

Your Mag will first evolve at level 10. The process is simple: If you're a Hunter, it will become Varuna. If you're a Ranger, it will become Kalki, and if you're a Force, you'll get Vritra. But the next time, its evolution is in your hands. The Mag you get will depend on which stat you've raised the highest by level fifty.

Every 5th level after level 50, your Mag will check its stats to see if its balance has changed. If it has, it will evolve again. Only POW, DEX, and MIND matter, but at the third stage you can force a new evolution by simply changing which stat is the second highest.

If you look up your Mag in our Maglopedia, beginning on page 173, you'll find a full list of its triggered abilities. You can also find out what its favorite foods are, and refer to the Preferences Charts to drive its evolution in whatever specific direction you want.



(Note that the coloring of all the Mags presented in this section may vary from the ones you find. All Mags evolve to match the color of their master.)

FOURTH EVOLUTION MAGS

For your Mag to evolve a fourth time, it must be at least level 100 and the sum of two of its stats must equal the sum of the other two. This equation varies depending on your character's section ID, and the Mag you get depends on your character's job and sex (see charts below). Once your Mag evolves a fourth time, it will not evolve again.

DIVA

Fourth Evolution Evolves From	
Hunters	YES
Rangers	NO
Forces	NO

Photon Blast: X

Bar Fills · Boss Fight · I/O HP · You Die

Preferences: N/A

DIVARI

Fourth Evolution Evolves From	
Hunters	NO
Rangers	YES
Forces	NO

Photon Blast: X

Bar Fills · Boss Fight · I/O HP · You Die

Preferences: N/A

NIDORA

Fourth Evolution Evolves From	
Hunters	NO
Rangers	NO
Forces	YES

Photon Blast: X

Bar Fills · Boss Fight · I/O HP · You Die

Preferences: N/A

PEEMA

Fourth Evolution Evolves From	
Hunters	NO
Rangers	NO
Forces	YES

Photon Blast: X

Bar Fills · Boss Fight · I/O HP · You Die

Preferences: N/A

PUSHAN

Fourth Evolution Evolves From	
Hunters	NO
Rangers	YES
Forces	NO

Photon Blast: X

Bar Fills · Boss Fight · I/O HP · You Die

Preferences: N/A

RAVI

Fourth Evolution Evolves From	
Hunters	YES
Rangers	NO
Forces	NO

Photon Blast: X

Bar Fills · Boss Fight · I/O HP · You Die

Preferences: N/A

RUKUMIN

Fourth Evolution Evolves From	
Hunters	NO
Rangers	YES
Forces	NO

Photon Blast: X

Bar Fills · Boss Fight · I/O HP · You Die

Preferences: N/A

HUNTERS

Section ID	Evolution Condition	Mag
Viridia, Bluefill, Redria, Whitill	(POW+MIND) = (DEF+DEX)	Male: Diva, Female: Savitri
Greenill, Purplenum, Oran	(POW+DEX) = (MIND+DEF)	Male: Ravi, Female: Savitri
Skyly, Pinkal, Yellowboze	(POW+DEF) = (MIND+DEX)	Male: Ravi, Female: Savitri

RANGERS

Section ID	Evolution Condition	Mag
Viridia, Bluefill, Redria, Whitill	(POW+MIND) = (DEF+DEX)	Male: Pushan, Female: Rukumin
Greenill, Purplenum, Oran	(POW+DEX) = (MIND+DEF)	Male: Pushan, Female: Rukumin
Skyly, Pinkal, Yellowboze	(POW+DEF) = (MIND+DEX)	Male: Rukumin, Female: Divari

FORCES

Section ID	Evolution Condition	Mag
Viridia, Bluefill, Redria, Whitill	(POW+MIND) = (DEF+DEX)	Male: Nidora, Female: Shato
Greenill, Purplenum, Oran	(POW+DEX) = (MIND+DEF)	Male: Nidora, Female: Peema
Skyly, Pinkal, Yellowboze	(POW+DEF) = (MIND+DEX)	Male: Nidora, Female: Peema

SAVITRI

Fourth Evolution Evolves From	
Hunters	YES
Rangers	NO
Forces	NO

Photon Blast: X

Bar Fills · Boss Fight · I/O HP · You Die

Preferences: N/A

SHATO

Fourth Evolution Evolves From	
Hunters	NO
Rangers	NO
Forces	YES

Photon Blast: X

Bar Fills · Boss Fight · I/O HP · You Die

Preferences: N/A

PHOTON BLASTS

FARLA (THE SERPENT)

Hunters will get this useful Photon Blast first. It destroys everything in a circle around the summoner.

ESTLLA (THE DOLPHIN)

Rangers will get this one from Kalki. It can only hit enemies that are straight ahead, so aim carefully.

LEILLA (THE GODDESS)

Only Forces will get this rare Photon Blast. All it does is heal the user, so it's not much better than Resta.

MYLLA & YOULLA

The twins are disturbingly cute, but don't do anything for you except cast Shifta and Deband.

PILLA (THE SORCERER)

The text says Pilla only hits flying creatures, but that isn't true. Pilla slaughters everything nearby.

GOLLA (THE ELK)

The angry moose can only hit one target, so make it count. Ideal for boss fights.

PREFERENCE CHARTS

Feeding the basic Mag (Chart #0) is a snap... It loves everything. But as your Mag evolves, it gets picky, and its former favorite foods may be lowering its stats more than it raises them. That's why it's crucial to feed your Mag the right foods. Look up your Mag in the Maglopedia, and note the number to the right of the word "Preferences." Check the corresponding chart here, and you'll have hard data on how each food affects it. Many of the negatives don't matter if you're only trying to raise one stat, but watch out for the IQ and Synchro! Your Mag will level up in the appropriate stat when its bar reaches 100.

Chart #0	Def	Pow	Dex	Mnd	IQ	Syn
Monomate	+5	+40	+5	0	+3	+2
Dimate	+10	+45	+5	0	+3	+2
Trimate	+15	+50	+10	0	+4	+3
Monofluid	+5	0	+5	+40	+3	+2
Difluid	+10	0	+5	+45	+3	+2
Trifluid	+15	0	+10	+50	+4	+3
Antidote	+5	+10	+40	0	+3	+2
Antiparalysis	+5	0	+40	+10	+3	+2
Sol Atomizer	+15	+30	+15	+25	+1	+3
Moon Atomizer	+15	+25	+15	+30	+1	+3
Star Atomizer	+25	+25	+25	+25	+5	+5

Chart #1	Def	Pow	Dex	Mnd	IQ	Syn
Monomate	+5	+10	0	0	0	0
Dimate	+5	+15	+3	0	+1	+1
Trimate	+8	+20	+6	-5	+2	+2
Monofluid	+5	0	0	+10	0	0
Difluid	+5	0	+3	+15	+1	+1
Trifluid	+8	-5	+6	+20	+2	+2
Antidote	+0	+5	+14	0	+1	0
Antiparalysis	+0	0	+14	+5	0	+1
Sol Atomizer	+9	+9	+8	0	+2	-2
Moon Atomizer	+9	0	+8	+9	-2	+2
Star Atomizer	+14	+14	+14	+14	+3	+3

Chart #2	Def	Pow	Dex	Mnd	IQ	Syn
Monomate	0	+9	0	-5	-1	0
Dimate	+4	+13	0	-10	0	+1
Trimate	+6	+16	+4	-15	+1	+2
Monofluid	0	-5	0	+9	-1	0
Difluid	+4	-10	0	+13	0	+1
Trifluid	+6	-15	+4	+16	+2	+1
Antidote	-5	+4	+11	-5	+1	-1
Antiparalysis	-5	-5	+11	+4	0	0
Sol Atomizer	0	+11	+5	-5	-2	+2
Moon Atomizer	+5	-5	0	+11	+1	-1
Star Atomizer	+6	+8	+6	+8	+2	+2

Chart #3	Def	Pow	Dex	Mnd	IQ	Syn
Monomate	0	+4	0	0	-1	0
Dimate	+5	+7	0	-5	0	+1
Trimate	+4	+14	+4	-10	+1	+2
Monofluid	0	0	0	+4	0	0
Difluid	+5	-10	0	+7	+1	0
Trifluid	+4	-15	+4	+14	+2	+1
Antidote	0	-5	+5	0	+3	-3
Antiparalysis	-5	-3	+20	-5	0	+2
Sol Atomizer	-10	+22	+5	+8	-2	+2
Moon Atomizer	+7	-20	-8	+6	+2	-2
Star Atomizer	+7	+5	+7	+7	+2	+2

Chart #4	Def	Pow	Dex	Mnd	IQ	Syn
Monomate	-5	+9	-5	0	-1	+1
Dimate	0	+11	0	-10	0	+1
Trimate	+4	+14	0	-15	+1	0
Monofluid	-5	0	-5	+9	-1	+1
Difluid	0	-10	0	+11	0	+1
Trifluid	+4	-15	0	+14	+1	0
Antidote	-5	-5	15	-5	-1	+1
Antiparalysis	+6	-3	0	-3	+3	-2
Sol Atomizer	+5	+22	-5	-20	-2	+3
Moon Atomizer	-5	-20	+5	+22	0	+2
Star Atomizer	+5	+5	+5	+5	+2	+2

Chart #5	Def	Pow	Dex	Mnd	IQ	Syn
Monomate	-4	+13	-5	-5	-1	+1
Dimate	0	+16	0	-15	+1	0
Trimate	+4	+19	0	-20	0	+1
Monofluid	-4	-5	-5	+13	-1	+1
Difluid	0	-15	0	+16	+1	0
Trifluid	+4	-20	0	+19	0	+1
Antidote	+5	-6	+6	-5	+1	0
Antiparalysis	0	-4	+14	-10	+1	-1
Sol Atomizer	+5	+17	-5	-15	-1	+3
Moon Atomizer	-10	-15	+5	+22	0	+1
Star Atomizer	+4	+6	+4	+6	+2	+2

Chart #6	Def	Pow	Dex	Mnd	IQ	Syn
Monomate	-3	+9	-3	-4	+1	-1
Dimate	0	+11	0	-10	0	+1
Trimate	+4	+14	0	-15	0	+1
Monofluid	-3	-4	-3	+9	+1	-1
Difluid	0	-10	0	+11	0	+1
Trifluid	+4	-15	0	+14	0	+1
Antidote	0	+6	+9	-15	-1	+1
Antiparalysis	0	-15	+9	+6	+3	-2
Sol Atomizer	+10	-20	-5	+17	-1	+2
Moon Atomizer	-3	+17	+8	-20	+2	0
Star Atomizer	0	+10	0	+10	+2	+2

THE MAGLOPEDIA

All Mags have up to four special abilities, but they can only trigger in the following situations: When the Photon Energy bar has just hit 100%, when you're fighting a boss, when you've been knocked down to 10% or less of your HP Max, and when you die. If your Mag has a high enough IQ and Synchro, its ability may then activate, making you momentarily invincible, casting Shifta and Deband, casting Resta, or casting Reverser. You can see which Mags use which abilities in which situations in the profiles below.

Note that your Mag will only learn the new Photon Blasts shown here if it's one of the first three times it's evolved. Each Mag can only get three Photon Blasts, and you can't choose to replace old ones with newer ones.

MAG ABILLITIES

≡ **Invulnerability:** Nothing can hurt you for nearly a full minute.

⌃ **Shifta/Deband:** Your Attack and Defense rise for a short while.

⁘ **Resta:** Your mag may heal you. This will not affect other players.

Andhaka

First Evolution

Evolves From	
Hunters	No
Rangers	No
Forces	Yes

Photon Blast: Estlla

Bar Fills	≡	⌃	Boss Fight
⁘	I/O HP	You Die	✚

Preferences: #6

Apsaras

First Evolution

Evolves From	
Hunters	Yes
Rangers	Yes
Forces	No

Photon Blast: Pilla

Bar Fills	≡	≡	Boss Fight
≡	I/O HP	You Die	✚

Preferences: #4

Ashvinau

First Evolution

Evolves From	
Hunters	No
Rangers	No
Forces	Yes

Photon Blast: Pilla

Bar Fills	≡	⬡	Boss Fight
⌃	I/O HP	You Die	⬡

Preferences: #2

Bana

First Evolution

Evolves From	
Hunters	Yes
Rangers	No
Forces	Yes

Photon Blast: Estlla

Bar Fills	≡	≡	Boss Fight
≡	I/O HP	You Die	✚

Preferences: #6

Bhirava

First Evolution

Evolves From	
Hunters	Yes
Rangers	Yes
Forces	Yes

Photon Blast: Pilla

Bar Fills	≡	⌃	Boss Fight
⁘	I/O HP	You Die	✚

Preferences: #4

Durga

First Evolution

Evolves From	
Hunters	No
Rangers	No
Forces	Yes

Photon Blast: Estlla

Bar Fills	≡	≡	Boss Fight
≡	I/O HP	You Die	✚

Preferences: #5

GARUDA

First Evolution

Evolves From	
Hunters	Yes
Rangers	No
Forces	Yes

Photon Blast: Pilla

Bar Fills	⁘	⁘	Boss Fight
⁘	I/O HP	You Die	✚

Preferences: #5

Ila

First Evolution

Evolves From	
Hunters	Yes
Rangers	No
Forces	Yes

Photon Blast: Mylla

Bar Fills	⬡	⌃	Boss Fight
⁘	I/O HP	You Die	✚

Preferences: #5

Kabanda

First Evolution

Evolves From	
Hunters	Yes
Rangers	No
Forces	Yes

Photon Blast: Mylla

Bar Fills	≡	⌃	Boss Fight
⌃	I/O HP	You Die	✚

Preferences: #6

Kaitabha

First Evolution

Evolves From	
Hunters	No
Rangers	Yes
Forces	No

Photon Blast: Mylla

Bar Fills	≡	⌃	Boss Fight
⁘	I/O HP	You Die	✚

Preferences: #4

Kalki

First Evolution

Evolves From	
Hunters	No
Rangers	Yes
Forces	No

Photon Blast: Estlla

Bar Fills	≡	⌃	Boss Fight
⬡	I/O HP	You Die	⬡

Preferences: #1

Kama

First Evolution

Evolves From	
Hunters	Yes
Rangers	Yes
Forces	No

Photon Blast: Estilla

Bar Fills	⬡	⌃	Boss Fight
⌃	I/O HP	You Die	✚

Preferences: #4

Kumara

First Evolution

Evolves From	
Hunters	No
Rangers	No
Forces	Yes

Photon Blast: Golla

Bar Fills	⁘	⁘	Boss Fight
⁘	I/O HP	You Die	✚

Preferences: #4

Madhu

First Evolution

Evolves From	
Hunters	No
Rangers	Yes
Forces	No

Photon Blast: Mylla

Bar Fills	≡	⌃	Boss Fight
⁘	I/O HP	You Die	✚

Preferences: #6

Mag

First Evolution

Evolves From	
Hunters	Yes
Rangers	Yes
Forces	Yes

Photon Blast: ⬡

Bar Fills	⬡	⬡	Boss Fight
⬡	I/O HP	You Die	⬡

Preferences: #0

Marica

First Evolution

Evolves From	
Hunters	No
Rangers	No
Forces	Yes

Photon Blast: Pilla

Bar Fills	≡	⌃	Boss Fight
⁘	I/O HP	You Die	✚

Preferences: #6

MARUTA

FIRST EVOLUTION

Evolves From: Hunters	Rangers	Forces	Photon Blast	Bar Fills	I/O HP	You Die	Boss Fight	Preferences:
YES	NO	NO	Pilla	▲	☰	⬡	⬡	#2

MITRA

FIRST EVOLUTION

Evolves From: Hunters	Rangers	Forces	Photon Blast	Bar Fills	I/O HP	You Die	Boss Fight	Preferences:
NO	YES	NO	Pilla	▲	☰	⬡	⬡	#3

NAGA

FIRST EVOLUTION

Evolves From: Hunters	Rangers	Forces	Photon Blast	Bar Fills	I/O HP	You Die	Boss Fight	Preferences:
NO	NO	YES	Mylla	▲	⬡	▲	✚	#6

NAMUCI

FIRST EVOLUTION

Evolves From: Hunters	Rangers	Forces	Photon Blast	Bar Fills	I/O HP	You Die	Boss Fight	Preferences:
NO	NO	YES	Mylla	✱	☰	✱	⬡	#2

NANDIN

FIRST EVOLUTION

Evolves From: Hunters	Rangers	Forces	Photon Blast	Bar Fills	I/O HP	You Die	Boss Fight	Preferences:
YES	NO	NO	Estilla	☰	☰	☰	✚	#5

NARAKA

FIRST EVOLUTION

Evolves From: Hunters	Rangers	Forces	Photon Blast	Bar Fills	I/O HP	You Die	Boss Fight	Preferences:
NO	NO	YES	Golla	✱	✱	✱	✚	#6

RAVANA

FIRST EVOLUTION

Evolves From: Hunters	Rangers	Forces	Photon Blast	Bar Fills	I/O HP	You Die	Boss Fight	Preferences:
NO	NO	YES	Farlla	▲	☰	▲	✚	#6

RIBHAVA

FIRST EVOLUTION

Evolves From: Hunters	Rangers	Forces	Photon Blast	Bar Fills	I/O HP	You Die	Boss Fight	Preferences:
NO	NO	NO	Estilla	☰	☰	☰	✚	#5

RUDRA

FIRST EVOLUTION

Evolves From: Hunters	Rangers	Forces	Photon Blast	Bar Fills	I/O HP	You Die	Boss Fight	Preferences:
NO	NO	YES	Golla	✱	☰	✱	⬡	#2

SITA

FIRST EVOLUTION

Evolves From: Hunters	Rangers	Forces	Photon Blast	Bar Fills	I/O HP	You Die	Boss Fight	Preferences:
NO	NO	YES	Pilla	✱	☰	▲	✚	#5

SOMA

FIRST EVOLUTION

Evolves From: Hunters	Rangers	Forces	Photon Blast	Bar Fills	I/O HP	You Die	Boss Fight	Preferences:
YES	NO	YES	Estilla	☰	☰	☰	✚	#5

SUMBA

FIRST EVOLUTION

Evolves From: Hunters	Rangers	Forces	Photon Blast	Bar Fills	I/O HP	You Die	Boss Fight	Preferences:
NO	NO	YES	Golla	✱	⬡	▲	⬡	#3

SURYA

FIRST EVOLUTION

Evolves From: Hunters	Rangers	Forces	Photon Blast	Bar Fills	I/O HP	You Die	Boss Fight	Preferences:
NO	YES	NO	Golla	✱	☰	▲	⬡	#3

TAPAS

FIRST EVOLUTION

Evolves From: Hunters	Rangers	Forces	Photon Blast	Bar Fills	I/O HP	You Die	Boss Fight	Preferences:
NO	YES	NO	Mylla	✱	☰	✱	⬡	#3

USHASU

FIRST EVOLUTION

Evolves From: Hunters	Rangers	Forces	Photon Blast	Bar Fills	I/O HP	You Die	Boss Fight	Preferences:
YES	NO	NO	Golla	✱	☰	▲	✚	#4

VARAHA

FIRST EVOLUTION

Evolves From: Hunters	Rangers	Forces	Photon Blast	Bar Fills	I/O HP	You Die	Boss Fight	Preferences:
YES	YES	NO	Golla	✱	☰	▲	✚	#4

VARUNA

FIRST EVOLUTION

Evolves From: Hunters	Rangers	Forces	Photon Blast	Bar Fills	I/O HP	You Die	Boss Fight	Preferences:
YES	NO	NO	Farlla	⬡	☰	▲	⬡	#1

VAYU

FIRST EVOLUTION

Evolves From: Hunters	Rangers	Forces	Photon Blast	Bar Fills	I/O HP	You Die	Boss Fight	Preferences:
YES	NO	NO	Mylla	✱	☰	✱	⬡	#4

VRITA

FIRST EVOLUTION

Evolves From: Hunters	Rangers	Forces	Photon Blast	Bar Fills	I/O HP	You Die	Boss Fight	Preferences:
NO	NO	YES	Leilla	⬡	☰	✱	⬡	#1

YAKSA

FIRST EVOLUTION

Evolves From: Hunters	Rangers	Forces	Photon Blast	Bar Fills	I/O HP	You Die	Boss Fight	Preferences:
YES	NO	NO	Golla	✱	☰	▲	✚	#5

TECHNIQUES

It's interesting to see what happens with old techniques at higher levels. They all get new effects, but some become progressively stronger while others just sort of stagnate, so pay close attention to how much additional power they gain with each technique level. This is also a good opportunity to practice your algebra.

LEVEL 1	POISON
LEVEL 2	POISON, SHOCK
LEVEL 3	POISON, SHOCK, PARALYSIS
LEVEL 4	POISON, SHOCK, PARALYSIS, CONFUSION
LEVEL 5	POISON, SHOCK, PARALYSIS, CONFUSION, SLOW
LEVEL 6	POISON, SHOCK, PARALYSIS, CONFUSION, SLOW, JELLEN/ZALURE
LEVEL 7	POISON, SHOCK, PARALYSIS, CONFUSION, SLOW, JELLEN/ZALURE, FROZEN

Nano Dragon
Attribute:A.Beast

ZONDE

Zonde's auto-targeting capability makes it the staple technique for beginners. But even pros will enjoy its speed, reliability, and the usefulness of its lightning-type damage.

TYPE: LIGHTNING

POWER: 1-15: 50*(LEVEL-1)+80
16-30: 55*(LEVEL-1)+5

COST: 1.1*(LEVEL-1)+6

Lily
ute:A.Beast

GIFOIE

Gifoie is great in the caves, where most enemies are weak to Fire. It's a little too slow to be used in later areas, though, and should be replaced with Rafoie and Razonde.

TYPE: FIRE

POWER: 1-15: 26*(LEVEL-1)+260
16-30: 42*(LEVEL-1)+30

COST: 037*(LEVEL-1)+20

Dragon
ute:A.Beast

GIBARTA

Gibarta is possibly the most useful Ice spell. It's relatively cheap, it can hit multiple targets, it's great against the Dragon, and it frequently freezes enemies. Nice.

TYPE: ICE

POWER: 1-15: 24*(LEVEL-1)+230
16-30: 40*(LEVEL-1)

COST: 0.5*(LEVEL-1)+25

al Shark
ttribute:A.Beast

RAZONDE

It looks like a circle of lightning, but Razonde is actually a series of homing bolts that fire from your body. This technique is expensive, but never misses!

TYPE: LIGHTNING

POWER: 1-15: 16*(LEVEL-1)+450
16-30: 9*(LEVEL-1)+550

COST: 0.3*(LEVEL-1)+35

ily
te:A.Beast

FOIE

Every Forces starts with this simple but powerful technique. At higher levels, it travels faster and becomes quicker to cast, making it useful even late in the game.

TYPE: FIRE

POWER: 1-15: 50*(LEVEL-1)+110
16-30: 65*(LEVEL-1)-85

COST: 1.3*(LEVEL-1)+5

ssassin
e:A.Beast

BARTE

Barta can cut through enemies to hit ones behind it. That's neat at low levels, but most players will retire this technique when they get Gibarta, which does the same thing better.

TYPE: ICE

POWER: 1-15: 50*(LEVEL-1)+50
16-30: 63*(LEVEL-1)-125

COST: 1.2*(LEVEL-1)+4

Assassin
ute:A.Beast

GIZONDE

After hitting one enemy, Gizonde's bolt can zig-zag through them to hit other enemies. It's a little unpredictable and hard to set up, but does very solid damage.

TYPE: LIGHTNING

POWER: 1-15: 22*(LEVEL-1)+200
16-30: 38*(LEVEL-1)-30

COST: 0.6*(LEVEL-1)+25

RAFOIE

Rafoie has slightly finicky targeting and range, but does a ton of damage and can easily wipe out enemies that travel in packs. It's great against bosses, too.

TYPE: FIRE

POWER: 1-15: 22*(LEVEL-1)+350
16-30: 21*(LEVEL-1)+370

COST: 0.25*(LEVEL-1)+30

RABARTA

Rabarta hits every enemy near you. Its high probability of freezing enemies is very nice, but its has fairly limited range. Fortunately, that expands at higher levels.

TYPE: ICE

POWER: 1-15: 19*(LEVEL-1)+400
16-30: 15*(LEVEL-1)+470

COST: 0.2*(LEVEL-1)+35

Evil Shark
Attribute:A.Beast

GRANTS

Although it can only hit one target, Grants is the most powerful technique in the game. It auto-targets like Zonde, and very few enemies have resistance to it.

TYPE: LIGHT

POWER: 1-15: 75*(LEVEL-1)+1180
16-30: 60*(LEVEL-1)+1400

COST: 1.1*(LEVEL-1)+45

SHIFTA

Shifta can be quite good at high levels. A 20% attack boost (at level 10) can be a big help, and the range and duration improve dramatically too. Great in online mode.

TYPE: SUPPORT

POWER: 1-30: [(LEVEL-1)+10]*2/3

COST: 0.5*(LEVEL-1)+10

Grass Assassin
Attribute:A.Beast

JELLEN

Jellen is pretty worthless, since the Attack penalty is fairly insignificant, and enemies tend not to last long in PSO. It would be okay if it could be used on bosses, but it can't.

TYPE: SUPPORT

POWER: 1-30: [(LEVEL-1)+10]*2/3

COST: (LEVEL-1)+10

RYUKER

Ryuker allows you to save money and inventory space by not having to carry Telepipes. The convenience of Ryuker is one of the many perks of being a technique user.

TYPE: SUPPORT

POWER: N/A

COST: 10

ANTI

As Anti's level increases, it can cure more conditions (of course, some of these will go away by themselves eventually). At higher levels, it can cure teammates too.

TYPE: RECOVERY

POWER: N/A

COST: 0.5*(LEVEL-1)+10

Evil Shark
Attribute:A.Beast

MEGID

Megid instantly kills enemies according to the formula below (so at level 5, it's 65% effective). It's a nice ability, but useless against bosses and hard to hit with.

TYPE: DARK

POWER: 1-15: [3*(LEVEL-1)+27]*2/3
16-30: [2*(LEVEL-1)+42]*2/3

COST: 1.05*(LEVEL-1)+30

DEBAND

Since so many enemies and bosses attack with techniques, the Defense boost Deband provides isn't as good as Shifta's Attack boost. But it's still good in team games.

TYPE: LIGHTNING

POWER: 1-30: [1.3*(LEVEL-1)+10]*2/3

COST: (LEVEL-1)+10

Grass Assassin
Attribute:A.Beast

ZALURE

Why cast Zalure to lower an enemy's defense when you can use an attack technique and push them much closer to death? And once again, it doesn't work on bosses.

TYPE: SUPPORT

POWER: 1-30: [1.3*(LEVEL-1)+10]*2/3

COST: 0.5*(LEVEL-1)+10

RESTA

Even at low levels, Resta heals a lot of HP! And at higher levels, it will heal any teammate who's within its expanding range. Resta is a staple technique for any non-Android.

TYPE: RECOVERY

POWER: 1-15: 5*(LEVEL-1)+50
6-30: 10*(LEVEL-1)-20

COST: 1.2*(LEVEL-1)+15

REVERSER

If you play online frequently, Reverser can make you a very popular guy, and save you a ton of money on Moon Atomizers. A must-have for team players.

TYPE: RECOVERY

POWER: N/A

COST: 20

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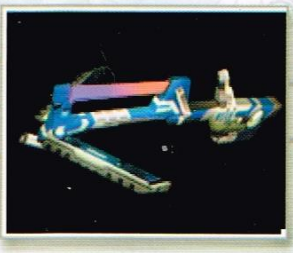

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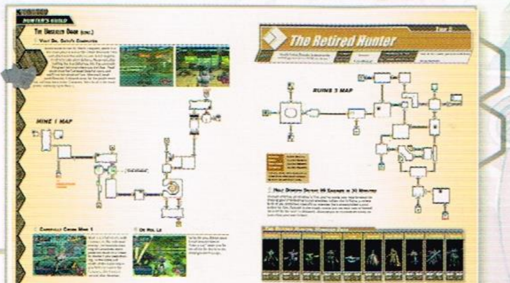
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